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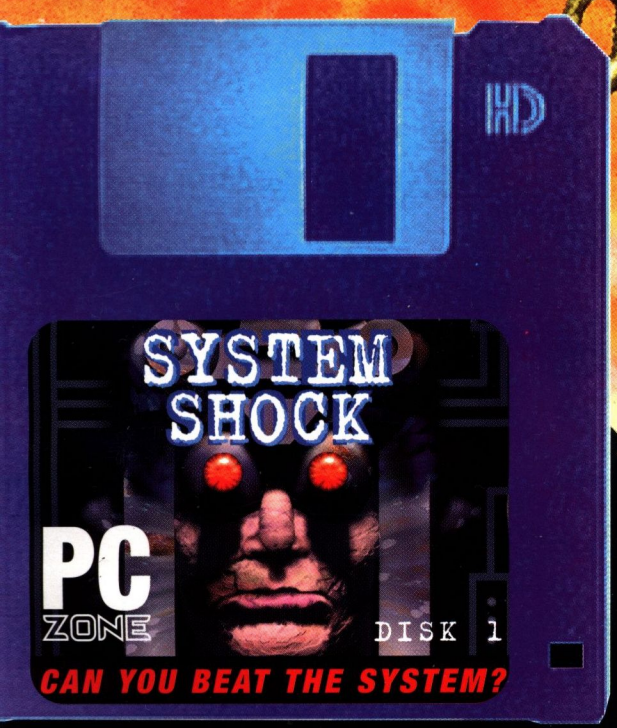
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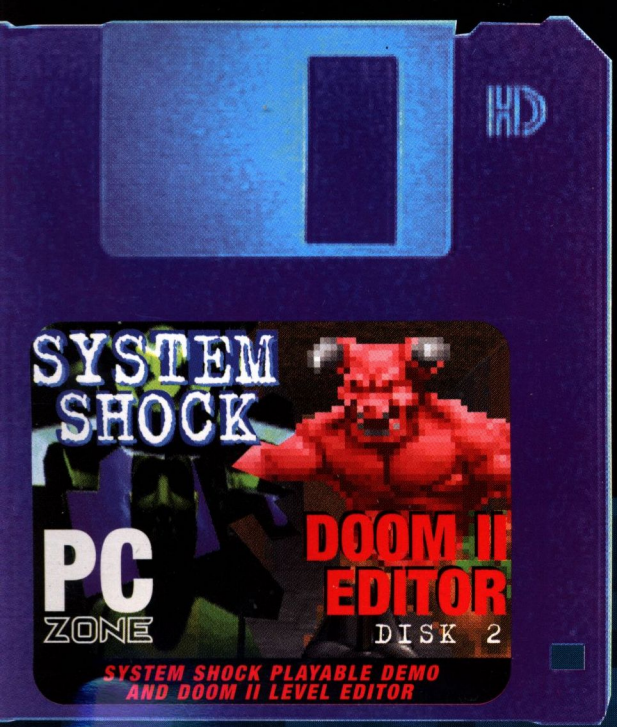
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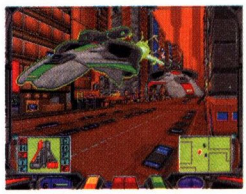
• IBM 386 or greater • Double speed CD-ROM drive • SVGA monitor • 4Mb RAM • MS DOS 5.0 or greater

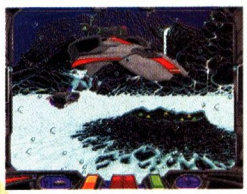


ZEPHYR

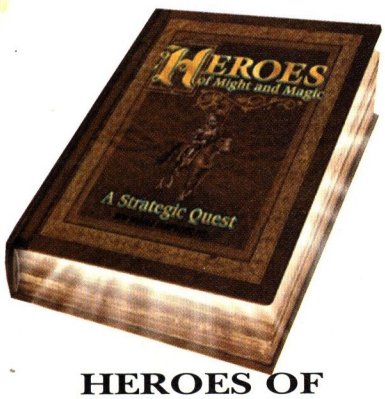
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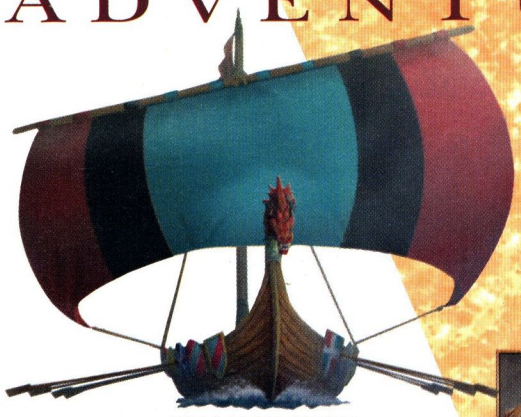
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dir.ectory





This month *PC Zone* brings you the first reviews of some of the biggest games for this Christmas. Such as the incredible *Magic Carpet*, Adeline's *Little Big Adventure*, and Psygnosis' wonderful, "*Alone*"-type *Ecstatica*.

REVIEWS

60 Magic Carpet
ONE OF the most incredible games we've ever seen... gorgeous 3D-visuals and people in big pyjamas.

71 Space Simulator
A PROPELLER head game of the very highest order. Perform a complete NASA mission in real time... gosh!

75 Dreamweb
A CYBERPUNK RPG with lots of blood, gore, violence – and even a shagging scene. A PC game with a very naughty bit... but is it any good?

78 Little Big Adventure
UN PETIT/GRAND jeu de France avec bon graphics et ace sound. It got a dead big score as well. (Look, I've only got French O' level – Okay?)

87 FIFA CD
The "other" good football game (i.e. not *Sensi*) is snazzed up for CD and now has a full commentary by some famous bloke.

90 Project X
AN AMIGA shooter for under £20... it's a bit old fashioned, but hey! Who cares?

99 Dawn Patrol
IT'S PRETTY, it's got lovely graphics, smart sound... and some of the most bloody complicated keyboard commands ever conceived.

102 Total Carnage
AN ARCADE conversion of questionable quality. *Total Carnage* has lots of big guns, silly power-ups and the daftest looking bosses you've ever seen.

104 Transport Tycoon
RAILROAD TYCOON meets *SimCity 2000*... a completely fab game from MicroProse.

110 Alone in the Dark II CD
ALONE II finally gets enhanced for CD with loads of creepy sounds and eerie music. They've made it easy too, thank God.

115 Rise of the Robots
THE HYPE-MONSTER has arrived at last, and surprisingly it's actually very good. Wonders never cease.

118 Star Crusader
IMAGINE a cross between *X-Wing* and *Wing Commander*, but where someone, somewhere along the line missed the point a bit. That's *Star Crusader*.

Magic Carpet – see page 60

BLUEPRINTS

40 All New World of Lemmings
OH GOD, they're back... again! This time they're bigger, smarter and better looking than before.

43 Harvester
ONE OF those games that everyone's heard of, but know nothing about. It looks smart and has loads of blood and goo in it, too.

46 Hell
DENNIS HOPPER, Grace Jones, Stephanie (fwoar!) Seymour and some bloke you've never heard of star in Gametek's latest.

50 Kyrandia 3
WESTWOOD Studios return to *Kyrandia*, but this time it's CD only and you get to play a bad guy.

52 World Cup Golf
IS THERE really a world cup of golf? You live and learn.

54 Retribution
GREMLIN produces a game that hasn't got a creature that isn't an ant in it... er, if you follow my meaning.

56 Star Trek: The Next Generation
THE TREKKIES will cream over this one. Speech from all of the cast and the chance to fly the new Enterprise.

Hell – see page 115

PC ZONE

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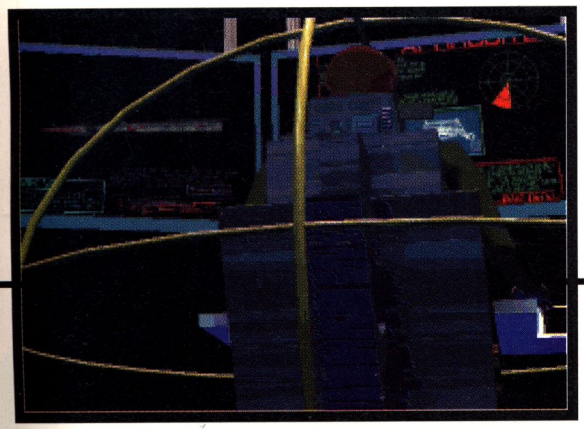
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PPA

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PC ZONE
100% GAMES
December 1994 **Issue Twenty One**



VFX/Delta V Competition – see page 84



COMPETITIONS

84 VFX/Delta V Competition

YET AGAIN we give away some Virtual Reality kit, but this time it's the groovy VFX unit which is worth nearly £800. If you don't win, though, there are loads of copies of *Delta V* up for grabs – plus we're giving you a free £5 off voucher at Future Zone. 'Tis true – *PC Zone* is a veritable bastion of kindness.

FEATURES

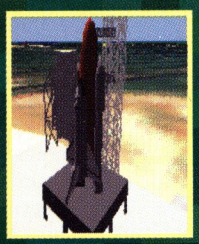
121 ABC of MPC

THIS CHRISTMAS one of the things you'll probably end up buying (if you haven't already got one) is some kind of multi-media kit. We check out every CD drive, sound card and multi-media package we could lay our hands on and give them a good going over.

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HERE IS the news... and lots of it, including all you could ever possibly want to know about the forthcoming Computer Shopper show.

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COVER DISK

HD Disk Version

System Shock

System Shock is the best 3D, ultra violent, RPG game ever. Trapped in an abandoned space station, its up to you to fight your way through a labyrinth of corridors, solving puzzles, evading traps, fighting off hordes of 'orrible mutants and having a quick trip into Cyberspace.

Could this be the game that surpasses *Doom*? Could it achieve the epic status that is *Doom*? Could we mention *Doom* another 73 times in this issue? Probably.

Doom II Level Editor

Well its only been three weeks since it was released and already there's a level editor. So for all you *Doom*-heads out there who have waltzed through *Doom II*, you can now create your own levels with this smart new utility.

CD-ROM Version

This month's CD sees a return, by popular demand, of the *Doom* levels. There's over 500 to chose from plus a few levels for *Doom II*. There's also the level editor and a utility that can convert *Doom* wads to *Doom II* wads.

On the demo side of the CD we've got a Zone exclusive – *Delta V* from US Gold. Its a fast and furious shoot 'em up in Cyberspace. There's also *Transport Tycoon*, which has been described as everything *Sim City* should have been. For the adventure game lovers: *Little Big Adventure from* Electronic Arts will have you pitting your wits trying to escape from an alien prison. Alternatively, why not venture to the dark side with *Dreamweb* from Empire? *Novastorm* from Psygnosis is another furious shoot 'em up set over a hostile alien planet. *System Shock* will have you absolutely glued to the screen for hours on end. And for all you budding pilots out there *Dawn Patrol* takes you back to World War I, dog fighting over the Somme, and *Total Carnage* from Ice is a console-style game set in the heart of the middle east. There is also the latest *Off the Boards* plus some bonus shareware, too!

Bulletin

Rumbles about Quake



No Tomato Monsters this time round, but you will get to thump nasties with a hammer! Instead of a manic marine you'll play a character similar to Thor – The god of thunder. And yes, there will be dragons!

SO MUCH for *Doom II*, but have you heard about *Quake*, the stonksome new release from ID scheduled for release in the latter half of '95? The company's keeping it all pretty much under wraps (understandably) but John Romero (programmer/developer at ID) maintains (allegedly) that "The next game is going to blow *Doom* all to hell. *Doom* totally sucks in comparison to our next game... *Quake*! The fight for justice! *Quake* is going to be a bigger step over *Doom* than *Doom* was over *Wolf 3D*!"*



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That aside, initial murmers suggest that *Quake* is indeed going to blow the lid off anything and everything due for release over the next 12 months, and will be a quantum leap over the original *Doom*. For starters, it's going to use a completely new engine (it will use none of the code from *Doom*) and it will be in be in true high-res 3D (i.e. not faked *Doom* 2D/3D) with characters made up from texture-mapped polygons that have real depth rather than being flat sprites (a bit like the characters in*Virtua Fighter* – but better!)

It's also going to have a much more intricate player environment that will be totally externally programmable (using a planar surface as opposed to lines and triggers) and will be extremely modular – "*Doom* was just the tip of the iceberg." You will be able to look up and down, leap, and crawl. There's gonna be real physics in the game too – yep, we're talking gravity, "down is down" (characters will tumble when they fall from height and can be knocked flat on their backs from a heavy blow) and there will almost definitely be a multi-player link-up as well as a VR tie-in with a major manufacturer (there's even talk of a special bundle).

To make sure it's entirely how they want it the guys at ID are doing it all themselves – even the soundcode. "Sound is a major integral part of the *Quake* design, and yes, you will be able to wear a headphone/microphone unit and speak to each other (using a VR headset]. You will be "speaking into" the game world, so the closer you are to someone, the louder your voice is – and the monsters have ears too!"

And the plot? Well, let's just say it's set in a fantasy world where the player becomes a Thor-like character who wields a giant hammer. He can use his tool to throw at or bludgeon anything and everything (NICE!). Other differences? Well, sources reveal that as far as *Quake* is concerned, it's going to be more of a "total D&D fantasy adventure" than a stomp about and shoot, and there's even talk of an experience points system (à la D&D) for killing monsters, reaching new levels etc., though fear not action lovers, it also promises "total action", and there might even be a few dragons in there somewhere.

So what kind of machine will you need to run this action-fest spectacular? Well, nothing too far fetched by today's standards: ID maintains that "*Quake* will run well on a Pentium, but a 486 is required. It's just a notch up from *Doom*'s requirements – 386 required, 486 recommended." There's also talk in the US of a 24-hour *Quake*-fest that users will be able to plug into and play to their hearts content, though this is said to be "at least a couple of years away". The game will be very much a multi-player experience, however, and there will be some sort of *Quake* start-up package for those who want to buy a *Quake* server. As for speed, they won't know how it runs until they've sorted out the code, but it will be in a higher resolution than *Doom*.

All this, of course, is just pure hearsay, but so what! Headsets, dragons, hammers *and* real-time physics?! Can't wait!

***Information and quotes obtained from "QuakeTalk" v.1.55a Gamers' Forum/Compuserve.**

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Bulletin

DOOM THE MOVIE!

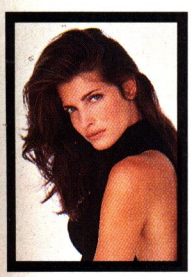
WELL, THE SEQUEL to the greatest PC game of all time has finally hit the streets amidst resounding cheers and hoorahs, and *Doom*sters up and down the country are sinking their teeth into what has been described as a sequel for hardcore players proper. It's much tougher (no wet behind the ears introductory levels), the *Doom*ski's favourite weapon has been given another barrel (and consequently twice the fire power), the new nasties are nastier (and there's more of them) and you've got 32 gloriously grotesque new levels to wade through that just ache to be the venue for your next Deathmatch. What more could any hardcore player want?

So what's next – *Doom III* ?– Erh, don't hold your breath (not on PC anyway), but what about *Doom* the movie? Yep! Believe it! The folks at ID are currently talking to Hollywood types about making a blockbuster based on the coolest game ever. Although nothing has been set in stone just yet, Universal studios (the people behind *Jurassic Park* and *The Flintstones*, amongst others) is said to be involved in pre-production work at the moment and throwing around some ideas for a storyline.

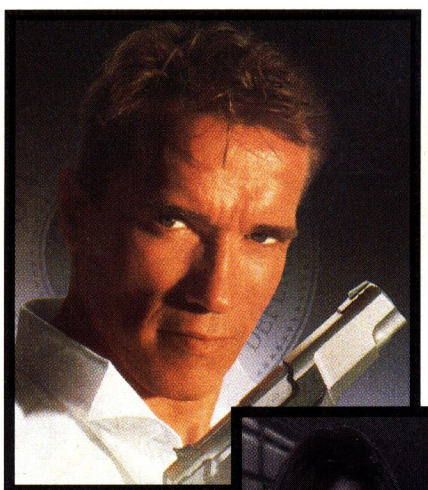
The ID chaps are said to have complete control over the project, and are understandably ecstatic at the prospect of their bestseller being transported onto the silver screen. If they have their way, it could be Arnie with all the *Doom* garb on, although other sources have revealed that Hollywood smoothie type bloke Tom Berenger is possibly up for the job.

When asked if he had been approached by the studio with regards to the coveted role, resident *Doom*ski Master David "I am the best" McCandless refused to comment. After further investigation a close friend revealed exclusively to *PC Zone* that "The *Doom*ski" was currently "in cahoots" with Director Stephen Spielberg and was "Well chuffed" at the prospect of working with "a man who is quite obviously as much in search of perfection as myself."

Elizabeth Hurley refused to elaborate on speculation that she will also be offered "a substantial role" in the forthcoming production, despite being spotted recently playing Deathmatch with "The Best" in a basement flat in the Fulham area.



(Left) Stephanie Seymor – rumours of a secret Deathmatch rendezvous in the Fulham area.



(Left) Will it be Arnie?

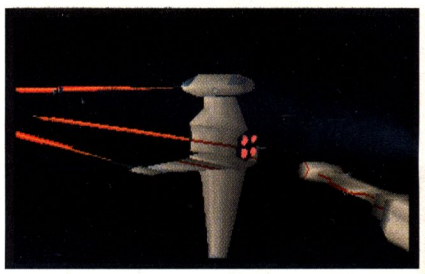


(Below) David "Doomski – The Best!" McCandless – "Well chuffed!"

True Lies © 1994 Lightstorm Entertainment Inc. Released by United International Pictures

(Below) The greatest game ever gets a major overhaul with voices, a new graphics engine and all the mission disks on one CD.







X-Wing Collector's CD

They said it would never happen... The chaps that developed the original game were adamant that LucasArts would never allow an enhanced version of *X-Wing*, but it's happened. One of the single greatest PC games of all time is about to be seriously enhanced.

The package, which is to be released as the *X-Wing Collectors* CD-ROM, includes the original *X-Wing*, *Imperial Pursuit* and *B-Wing*. Not only this, though, the pack is also set to include six new historical combat missions (bringing the total mission count to 122).

On the cosmetic front the game has been snazzed up beyond belief. All of the ships have been remodelled and given the full Gouraud shading treatment (just like the ships in *TIE Fighter*) and the sound... ooh, the sound... has been seriously, seriously snazzed up. The game now features a full digital score (which makes use of an enhanced version of the iMUSE system) and full speech throughout. Voices for the CD have been supplied by Erik Bowersfeld – who played Admiral Ackbar in *Return Of The Jedi* and Clive Revill – the original voice of Emperor Palpatine. Impressed? When you hear it all, coupled with the full stereo sound effects lifted straight from the movies, you will be.

***X-Wing Collectors* CD will be available in November, priced at £49.99.**

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Bulletin

FULL THROTTLE

You know that LucasArts mob that are a bit handy with this adventure game lark? Well they've got a new adventure game coming out on CD this Christmas which you might just have heard a little about... *Full Throttle.*

Set in a desolate future (according to the press release) justice has become nothing more than a "tentative concept" and law and order has been replaced by a sort of *Mad Max* style "code of the highway". This new way of things not only allows for overtaking on the inside, when morons on the M40 are driving at 70mph in the fast lane with nothing to their left, but also dictates a code of honour throughout the land.

As the hero of the game, you play the part of a Desperate Dan look-alike by the name of Ben... a hard-core biker type chap and the leader of a gang called the Polecats. Framed for the murder of the head-honcho at Corley Motors (the last remaining manufacturers of motorbikes), Ben's job is to track down the real murderer and clear his name.

Gameplay not only covers the traditional adventure-style gameplay we have come to expect from LucasArts, but it also includes extensive cinematics which make use of a distinctive graphic style and a number of 3D action sequences.

Aside from the fantastic visuals the game is also the first LucasArts adventure designed specifically for CD. Unlike previous SCUMMers, *Full Throttle* has a specifically composed digital music score, as well as full speech and sampled sound effects throughout.

As we go to press *Full Throttle* is scheduled for release at the very end of November. So be sure to watch out for a full preview very soon in *PC Zone.*





LucasArts proves yet again that it's the tops when it comes to point-and-click adventures.

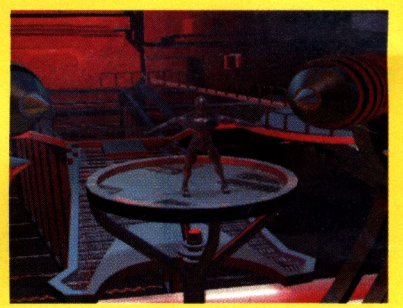


RISE OF THE ROBOTS 2

After a seemingly endless wait the first *Rise Of The Robots* game is finally finished... but we can now reveal that there are plans afoot to develop a sequel. Gosh! Shock! Horror... what a complete and utter surprise.

Much of the fuss with the first game centred around the fact that the graphics looked absolutely fab and groovy, but if Instinct Design does what it's planning the sequel will be gobsmacking. Imagine this for a moment... the graphical style of *Rise Of The Robots* (lots of texture-mapped, guru-shaded rendered bits) coupled with a full 3D *Virtua Fighters* type gameplay engine. Potentially rather fab, don't you think? Obviously it would need an immense amount of processor power but by this time next year, who knows? Pentiums could be dead cheap.

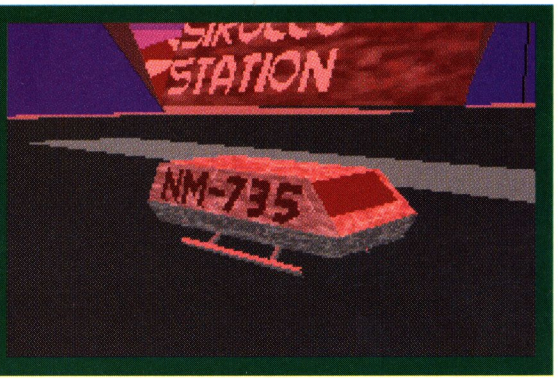
One thing that we do know definitely about the sequel is that it will feature a new specially recorded track by Brian May called Cyborg. Apparently Mirage is hoping to release the track as a single later next year, with the possibility of an MPEG encoded video on the disc.



Sequel time again as Rise Of The Robots 2 could be here by this time next year.

ELITE III: FIRST ENCOUNTERS

Just weeks after *Elite II* has toppled off the top of the games chart, there is talk of *Elite III* being released in the very near future. Unfortunately details are a little sketchy at present, but the game will feature high res graphics and lots of juicy extras to keep your saliva glands working overtime, including loads of new missions and ships.



Elder Scrolls: Daggerfall

Bethesda is currently putting the finishing touches to the sequel to *Elder Scrolls: The Arena.* The new game, *Daggerfall,* is currently tracking for a March or April release date in the UK (although it may make it to the US before then) and is, like so many other games at the moment, a CD-only product.

Featuring a new, full-screen graphics engine and a much larger playing area, the early demos that we've seen of the product so far have looked extremely impressive.

ARMORED FIST™

Scope out the terrain.
Slew your turret.
Lock on target.
And brace yourself for a fire storm!

You're in the heart of an advanced fighting machine. Peering through the thick smoke billowing off your last victim, you feel you're being watched. Switching to thermal shows something hot behind the trees ahead. Advanced optics zoom in and reveal a Soviet T-80 tank turning its turret toward you. Now is not the time to hesitate... Lock and load. FIRE!

Forge ahead on the digital battlefield of the future in this modern tank simulation from NovaLogic™ (the creators of Comanche™, WolfPack™ and Ultrabots™).

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- Choose American M1A2 Abrams main battle tanks, M3 Bradley IFVs equipped with thermal sights, Russian T-80 tanks, or BMP APCs equipped with image intensifiers.
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- Command multiple tanks over 3-D, Voxel Space™ (patent pending), terrain and call in remote artillery or tactical air support to ensure victory.





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SET THE WHEELS

TRANSPORT $ TYCOON



Written and designed by

Chris Sawyer

IN MOTION

MICROPROSE

Bulletin

DISPATCHES

+++ WHAT A GREAT SAVER!
Footie fans can now enjoy viewing their favourite team on a screen near them, courtesy of Performance Publishing who is about to launch a new range of screen savers. Priced at just £19.99, they include photos and action scenes of Premier League clubs including Arsenal, Liverpool and Aston Villa, with others being available soon (hang on in there Spurs). Contact Performance Publishing on 0844 212121.

+++ LIVE AND LET LIVE '95
After a record number of visitors (over 180,000 people) crammed into Earls Court over the six day event, exhibitors are already signing up for Live '95 (sounds better already dunnit?). The *PC Zone* stand was absolutely chocka throughout the show, with "millions" of people coming over to have a go at the new MicroProse and US Gold releases and to say hello. The dates for next year's event have already been confirmed as 19th – 24th September, 1995. See you there!

+++ RADIOACTIVE
US Gold is virtually all set to release one of its first CD-only products in the shape of *Radiocactive*, which we're informed is a *Pop Quiz* style trivia game which makes use of CD music and FMV footage. The game should be in the shops any day now, and you can contact US Gold on 021 606 1800

+++ CHAMPIONSHIP MANAGER '93 END OF SEASON DATA DISK
It's here! Now your fantasy football world can once again become reality, thanks to the latest *Championship Manager '93* end of season data disk from Domark. All the latest transfer and management changes are included for the 1994 season: Klinsmann will be at Spurs, Sutton at Blackburn, Rocastle at Man City, and Bryan Robson is now manager of Middlesborough. Latest promotions and relegations are also included, so Crystal Palace will now be in the Premiership and Swindon will be in the First Division.

You will, of course, need *Championship Manager '93* or *Championship Manager For Windows* to run the data disk, and if you hurry, you can pick up a copy of the game bundled with the award winning book *Fever Pitch* by Nick Hornby for just £15.99. Contact Domark on 081 780 2222.

PRIMAL RAGE

Time Warner Interactive is set to unleash the first of its really big, lavish projects on the PC in the shape of *Primal Rage*... a game that is being described by the firm as a "dinosaur fighting game". *Primal Rage* pits a huge ape against a big dinosaur in a fight until the death. Hmmm, sounds interesting – sort of *Virtua Fighters* meets *Jurassic Park*.

Making use of some rather splendid looking, stop-motion animation along with some beautifully drawn graphics the game could well be a contender for "best fighting game" on the PC. After the awful *Street Fighter* was launched last year, it seems that at last developers seem to have sussed that you need a bit more if its going to work on our beloved 486s.

The team responsible for the *Primal Rage* apparently has more than 30 members with a host of animators including Pete Kleinow... the man responsible for bringing the dead to life in *Army Of Darkness*.

As we go to press, this is really quite a long way off release, but Time Warner is confident that it will be available by September 1995.

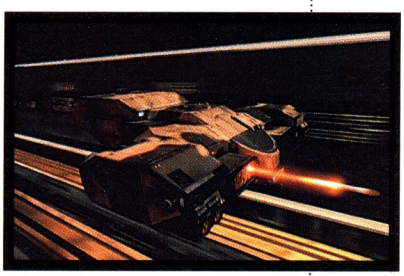






LOADSTAR

(Below) Loadstar looks to be one of the biggest productions on a CD-ROM around at the moment, with allmanner of famous people working on it.



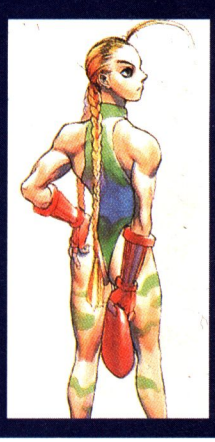


ONE OF THE first games to be released on the newly formed BMG Interactive Entertainment label is a new interactive movie type thingy called *Loadstar: The Legend Of Tully Bodine*. Starring Ned Beatty and Barry Primus, BMG is plugging the game as being the "most original space epic since *Star Wars*" – blasphemy!

The story of the game follows the antics of the hero (Tully) as he embarks on a mission to transport a cargo of contraband camels off the moon. Weird? Yes. But not only does it have a famous cast, it was also designed by Brian Moriarty who produced the Infocom classic *Wishbringer* as well as *Trinity, Beyond Zork* and the LucasArts game, *Loom*. Aside from this, the screenplay was written by Ron Cobb, who worked on *True Lies, Alien, Total Recall* and *The Abyss*. It would be safe to say that this has an enormous amount of potential. Watch out for a preview in *PC Zone* soon.

SUPER STREET FIGHTER II DELAYED

Super Street Fighter II for the PC was going to be one of *the* big games for Christmas. Having learned its lesson with its conversion of the original (which was awful), US Gold has high hopes for the new game which features a host of new moves as well as three new characters – Fei Long (a Japanese fighter), Cammy (a petite British lass) and DJ Max (the dude from Jamaica). Unfortunately though, due to what can only be described as an almighty balls up, the game won't be ready until the beginning of January. Oops... it would seem that the development schedule means that the game won't quite be ready for Christmas.



DELTA V





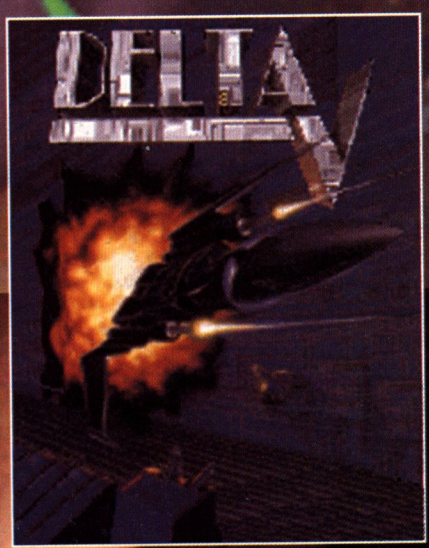
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BETHESDA SOFTWORKS™

Bulletin

DISPATCHES

+++ MORTAL CASH-IN

Mortal Kombat 2 has again set new records since going on sale last month, notching up a knockout sales figure of £30 million in its first week. *MK2* was backed by a worldwide £7 million ad campaign and over 2.5 million copies were shipped in the first week. *MK1* received similar global success when it was launched last September and went on to make £20 million alone in the UK. *MK2* publisher Acclaim is expecting even greater things from its new baby. Look out for a version on the PC soon which is rumoured to being handled by Virgin.

+++ METAL MARINES

A General of the Federation has assumed control of Earth. The colonies realise the perils and unite to overthrow the dictator. Earth must be liberated, Federal forces must be defeated and the enemy's headquarters must be destroyed. Sound familiar? Where have you been? Mindscape's new real-time strategy game might sound a bit flat in the ol' plot department, but with over 20 missions to strain your brain and loads of "bootiful", detailed graphic animations, it should appeal to armchair anoraks the world over, that is it will, if the interface is up to the job. *Metal Marines* is due for release ready for Christmas.

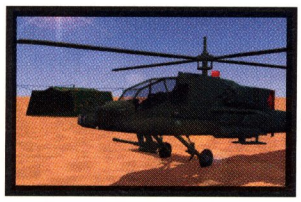
+++ NEW CH STUFF

CH Products has two brand new products on the way, both making good use of the "pro" suffix for some reason. First up is the Virtual Pilot Pro, which is an enhanced version of everyone's favoutire flight yoke and the Trackball Pro, which is a, er... trackball for the PC. Splendid. Both units appear to be very well made and will be available any day now. No prices have been confirmed as we go to press.





Apache Gunship







FLIGHT SIM AHOY – flight sim ahoy! Which nowadays roughly translates as Ninja machine required ahoy! – Ninja machine required ahoy! *Apache Gunship* is the forthcoming new helicopter flight sim from Digital Integration, and strangely enough, it's based upon the Apache Longbow helicopter.

Pitched firmly in the action/blast 'em up mould, it is the first product to use DI's latest 3D engine which is capable of extreme detail, even at a low altitude and uses an extremely simple hands-on interface to avoid overwhelming the player with unnecessary information. The game will also feature a large variety of missions, training options, multi-player campaigns and networks, a built-in mission planner and three real-world geographic areas (over 1.9 million sqare miles).

Inevitably all this comes at a price and DI recommends that *Apache Gunship* be played on not less than a 486DX66 MHZ, SVGA LV Bus, 8 MEG RAM and CD-ROM or, preferably, a Pentium! Read it and weep MPC2 owners!

Apache Gunship – the first flight sim to use DI's new 3D engine offers unprecedented landscape detail.





Bureau 13

With *Hell* (previewed on page 46) already shaping up very nicely, Gametek is set to follow it up with another CD adventure game in the shape of *Bureau 13*. Described in the pre-release blurb as an "interactive adventure that mixes atmosphere with stunning graphics, and absorbing plot, challenging puzzles and CD quality music and sound", this quite possibly has the potential to be exactly the same sort of thing as everyone else is releasing. Lots of pretty rendered bits and pieces... but is the gameplay there?

Set in a world that is divided over the subject of supernatural and paranormal phenomena, your job is to head up a government team (Bureau 13). The Bureau's tricky task is to track down all the weird and wonderful things happening in this world.

Apparently much of the gameplay will be puzzle-based and we're assured that there are numerous characters for you to control. Graphically it looks stunning... but we'll reserve judgement on the rest until the thing is finally finished.



Ice. Cameras. Action!

It's the fastest game on ice, with the slickest presentation. But when the cameras start to roll on NHL® Hockey 95, you'd better make like a Boy Scout and be prepared. Because if you thought it was quick on disk, wait until you see the CD version. Every pass sends the puck reeling, every slap shot's a net-ripping 'keeper's nightmare. And you'd be better off in front of an express train than trying to stop these stick-waving hockey stars.

Away from the ice, there's TV-style production values including video clip highlights of NHL® action and genuine NHLPA™ players. The front end and setup screens deliver a new high in graphic excellence thanks to hi-resolution SVGA graphics. There are more teams, more options and, of course, all the outstanding features you'd expect from NHL® Hockey.

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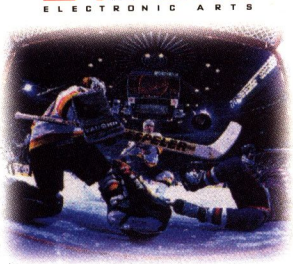
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PHANTOM 2

Ultimate ice hockey control with the Phase 9 joypad.

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Bulletin

DISPATCHES

+++ GO BUY A ZYE

Zye Technology, distributors of the Canadian giant Gravis and more recently VR headset manufacturers Forte, are launching their very own range of PCs. Called BlueLinear, the specs range from 486 DX33s, to 486 DX66 and Pentiums. Prices start from around £1,000 and all machines include VESA local bus video card, 4 Meg RAM, mouse, double speed CD-ROM drive, 16-bit SoundBlaster compatible sound card and Yamaha speakers. Contact Zye on: 0293 531 331.

+++ SATURDAY NIGHT LIVE

Gametek has recently secured the rights to the "interactive" version of the cult US comedy show, *Saturday Night Live*. The new product is set to feature an enormous amount of FMV footage, and it should be available in the shops any day now. You can contact Gametek on 0753 553445.

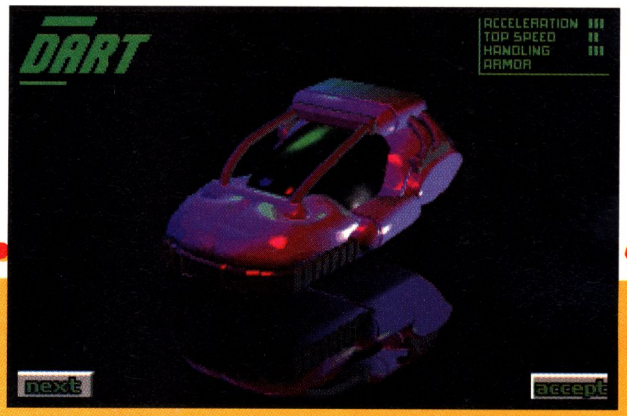


+++ SUPER SKI PRO

Off on the piste this weekend? No? Well, sit back and relax in your favourite armchair and wait for the new ski simulation from Mindscape to materialise. It might not sound all that exciting in the gameplay department, but then neither did *Tetris*. And unlike *Tetris*, it features superb 3D texture mapping, and the option to choose your equipment and enter various prestigious events, such as the Ski World Cup and the Winter Olympics, which means there are going to be loads of different runs to master. *Super Ski Pro* is due for release in November.

+++ VCI PREMIER COLLECTION

What can you get for under a tenner these days? A couple of pairs of woolly socks? Two tickets to see *Speed*? Five pints of lager? A PC game? Yep! Those awfully generous types at VCI Software (the people responsible for bringing down the cost of videos a couple of years back) are launching a new label entitled The Premier Collection, which includes some great new games titles at bargain prices. For a complete list of what's on offer give them a call on 081 810 8383 or go and buy two pairs of woolly socks, see *Speed* with your mate, or go down the pub!



Rapid Assault

Who remembers Kev Bulmer then, eh? C'mon, anyone that's been around for a few years is bound to remember *Legends Of Valour*, surely? It was going to completely revolutionise the way we looked at RPGs and it used a bloody fast *Wolfenstein* style graphics engine. Unfortunately, it wasn't awfully successful, but the newly formed GTE Entertainment company has high hopes for Kev's new game… *Rapid Assault*.

Looking like a cross between *CyberRace, Doom* and *Quarantine* insiders at GTE have been frequently banding the expression "*Doom* on wheels" to us (and we made up the expression to describe *Quarantine* – is nothing sacred?). It's got guns, it's got fancy, fast moving 3D graphics, and it's got CD sound. It has the potential to be really quite smart… as long as it comes out sooner rather than later. As we go to press GTE cannot confirm a release date for the product, so watch this space.









Team 17 Conversion Corner

Team 17 is still blowing the conversion trumpet for the PC in a big way with a number of new releases ready for Christmas. *Alien Breed: Tower Assault* is the sequel to the enormously successful (well, it was on the Amiga!) arcade action, two-player shoot 'em up and is due out mid-November for the PC on floppy and CD-ROM. The game features over 50 huge levels, a retreat facility that enables the player to walk backwards and shoot, and spooky dark stages that leave the players to fight it out in the dark. The CD-ROM version will feature a full-blown, super slick intro, full speech, sound and a spectacular end sequence and will retail at £34.99 (floppy £29.99).

The Amiga classic, *Superfrog*, is also due out on the PC. A spritely platform spectacular to rival any blue hedgehog, it's got everything you'd expect to find in a game of this type (i.e. lots of nasties, secret levels, six worlds each comprising four different levels), and really is rather good value at just £19.99, if you like that sort of thing.

Rounding off conversion corner this month is *Ultimate Body Blows*, the kickin' and punchin' extravaganza that again was a hit on the CD32. It's got 21 different characters (each with individual special moves), digitised speech, a unique "Tag-Team" and an eight player option. It's due out sometime in November and will retail at £29.99 (floppy) and £34.99 (CD-ROM).

Contact Team 17 on 0924 385 903.







The latest from Team 17... some conversions of those lovely Amiga games... ahem.

Let your PC talents shine



Win a trip to Florence or cinema tickets in our prize draw.

Can you pound out the beat on your PC? Do you direct your own cartoons or multimedia? Are you a fledgling Picasso or does your code pack a punch? Perhaps you have an idea for a slogan or a vision of computing in the next century? If so, now is the time to show your talents in IBM's new competition "Let your PC talents shine" with prizes worth £100,000!

Your entry will be judged by a panel of experts consisting of computer journalists, musicians, artists, programmers and authors.

This competition celebrates a remarkable success: OS/2 – the creative operating system which unleashes the full power of your PC – is now running on more than 6 million PCs worldwide.



Multimedia: Can you brew a breathtaking mix of video, audio and digital technology? Send us a sample and show us how!

Programming: Does your code pack powergame punch? Or do you have a fantastic idea for a new program, game or utility? If so then send it in!

Essay: People and PCs. What does the future hold – at home, at work, at play? Write an essay with your visions of the coming century!

Creative Freestyle: Are you a PC musician or artist? Show us your musical talents with the PC as a MIDI sequencer, your graphics, animation or something quite different. The only rules are that you must be creative and do it on your PC.

Slogan: Can you describe in no more than 7 words why you have (or maybe wish you had) a PC at home? Your entry could be a winner!

£100,000 of prizes and 5 categories to enter

Enter any, or all, of the five categories above. There are 5 major prizes within each category and there will also be a Grand Winner's prize for the best entry among our first prize winners. Prizes per category:

1st Prize: IBM Thinkpad 755C personal computer, including options, OS/2 and other software pre-installed, rrp. value £6,000+. In addition the first prize winners in each of the 5 categories will also receive a bronze "IBM Leonardo da Vinci" statuette.

2nd Prize: IBM Thinkpad 360C with OS/2 and extras rrp. value **£5,000+**

3rd Prize: IBM Thinkpad 360C with OS/2 and extras rrp. value **£4,000+**

4th Prize: IBM Thinkpad 360M with OS/2 and extras rrp. value **£3,000+**

5th Prize: IBM Thinkpad 360M with OS/2 and extras rrp. value **£2,000+**

Grand Winners Prize: In addition to their first prize the overall Grand Winner from the U.K. will also receive a silver "IBM Leonardo da Vinci" statuette and visit IBM's Research Laboratories in Florida.

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talents shine and win

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Apply for your competition entry form now. Call 071 381 0780 during normal business hours, or complete the coupon below and post it to us. This will also give you the chance to win some great prizes in our free prize draw. The 5 winners will receive a luxury weekend trip for two to Florence (where Leonardo da Vinci worked). There are also 5,000 pairs of cinema tickets for the runners up. We're looking forward to seeing what you can do!

£100,000 worth of prizes!

PRIZE DRAW RULES 1.Open to all UK residents aged over 18, except employees or agents of IBM involved in the planning of the competition or their families. 2. No purchase is necessary to enter the promotion. 3. Entries will be accepted until 15 December 1994 only. 4. Entries are limited to one per person and are only valid when submitted on an official entry form. 5. The 5 winning entries will win Thomas Cook vouchers to the value of £1,600 for a luxury weekend break for two in Florence. The 5,000 runners up will each receive two cinema seat vouchers. No cash alternative is available. IBM reserve the right to provide an alternative prize of equal value. The draw will be held on 15th January 1995 and supervised by an independent person. 6. The winners and runners up will be notified in writing by 15th February 1995. A full list of winners can be obtained after 15th February 1995 by writing to IBM "Leonardo" Competition, Freepost (SW 5198), London SW6 1YY. Proof of posting will not be accepted as proof of delivery. No correspondence will be entered into.

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YES, please send me my IBM "Leonardo" competition entry form, together with full competition rules and full details of how to participate.

My PC processor is a: ☐ 386 ☐ 486 ☐ Pentium.

Make _____ Model _____ and has [___]Mb of RAM.

Operating system: ☐ DOS ☐ DOS/Windows ☐ OS/2

Do you have a CD Rom? ☐ Yes ☐ No

Name: Occupation:

Address:

Postcode:

Daytime telephone number:

Send this coupon entry to: "IBM Leonardo da Vinci" Competition, Freepost (SW 5198), London SW6 1YY.

We may wish to send you details of IBM's other excellent products and services in the future. If you do not wish to receive this information, please tick this box. ☐

POSPCZ12

(Right) The wonderful WingMan Extreme – with knobs on.



Bulletin

Logitech Jump for Joysticks

NOT CONTENT with flooding our desk tops with multi-coloured mices that look like pieces of wood or stone, Logitech is launching two new joysticks aimed at the armchair pilot. The WingMan and the WingMan Extreme are primarily targeted for use with simulation games and include numerous features designed to enhance performance.

Both sticks feature smooth analogue tracking, microswitch fire buttons, built-in throttle controls and ergonomically styled grips for extra comfort and control. The WingMan Extreme also features a quick action trigger, four encased rubber buttons, a four-way view switch allowing a 360 degrees view, and is ThrustMaster compatible for five joystick functions.

The sticks are priced at £39 and £59 respectively, and are available from all major retailers. Contact Logitech on 0344 894300.

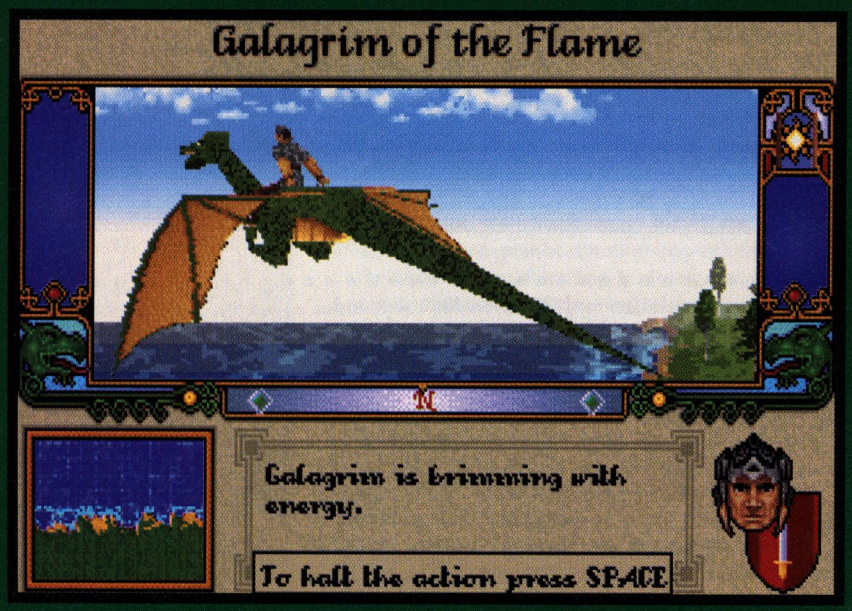
Lords of Midnight

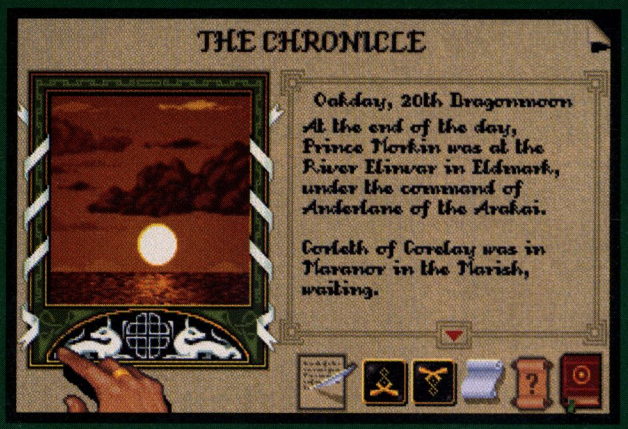
The follow up to the ancient, ancient, ancient classic from the good ol' Speccy days.

Lords Of Midnight, **the latest game from legendary games designer Mike Singleton, is due for release very soon. Featuring stunning 3D fractally generated landscapes, advanced character AI, an interactive alamanac, simple user interface, real-time map with zoom, and a massive seasonal playing environment, it looks like being a sure winner with encloaked anoraks the world over. Contact Domark on 081 780 2222.**









DIGITAL IMAGE DESIGN

INFERNO

THE ODYSSEY CONTINUES™







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Game Concept, Design & Programming by Digital Image Design. Music by Nik & Mrs Fiend of A.S.F. Produced by Ocean Software Limited.
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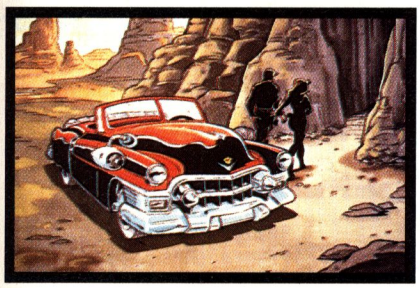
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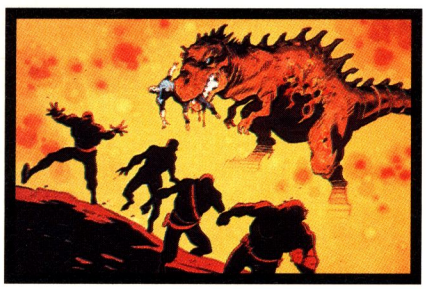
Cadillacs and Dinosaurs

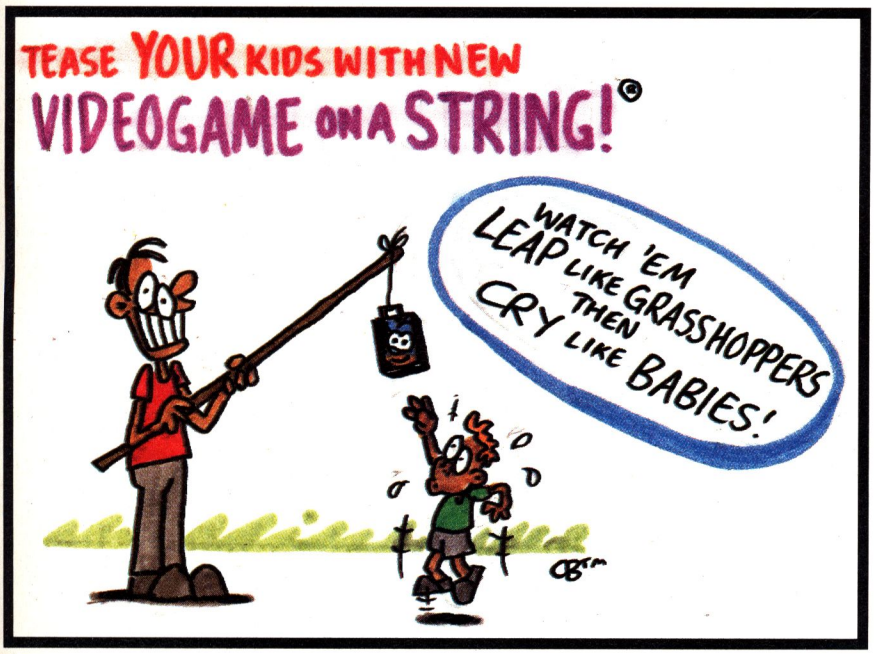
Six hundred years in the future the earth will enter what is apparently called the Xenozoic age, where dinosaurs co-exist with humans in a desperate struggle for survival.

Cadillacs And Dinosaurs **is a truly weird game on the way from BMG, which we're informed is presented in 2 1/2D (whatever that means) and contains all the panache and style of a graphic novel. At the moment we have only been presented with some very early screen shots of the product, but it certainly look as though it's destined to be one of those "different" games.**

Developed by Rocket Science (who is also producing Loadstar – see news item on page 14) the game has been scripted and put together by David Fox, who you may remember from the good old days of ***Rescue On Fractalus*** **(on the 8-bit Atari machines and the C-64), and also the LucasArts adventure** ***Indiana Jones And The Last Crusade.***







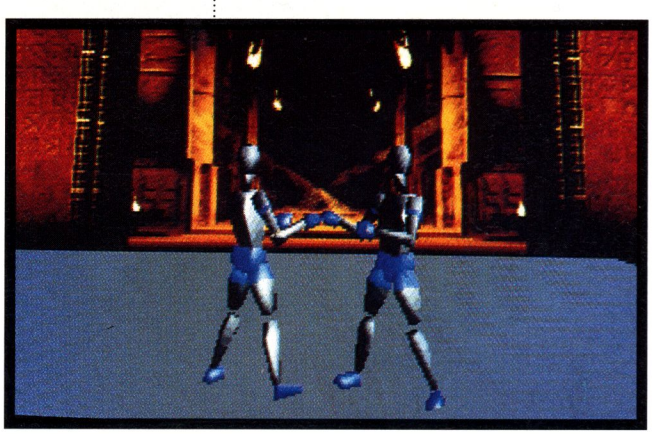
FX Fighter

WITH VIRTUA FIGHTERS still causing a stir in the arcades and a version of it set to appear on both the new Mega 32X thing and Sega's Saturn, it's fairly predictable that a few, ahem, "rip-offs" might appear on other formats. Ooh, gosh... what a surprise! And here's one now... the latest game from Jez San and his Argonaut bunch, FX Fighters (although when it's finally released it will probably have a different title.)

Containing some truly startling, texture-mapped polygons, *FX Fighters* is the first product to make use of Argonaut's much publicised BRender 3D graphics engine. In game style, there can be absolutely no denying where the inspiration for this little gem came from... it's obviously been heavily influenced by *Virtua Fighters*, but there are some tremendous characters in there. Set to be included in the final version is a huge Thing-like rock monster, an alien, an insect, a ninja and the obligatory rock-hard female ninja type.

FX Fighters will be a CD-ROM-only product (as virtually everything else is), and will be available sometime next year through the newly formed GTE software house. Watch for a preview soon.

(Below) FX Fighters is one of the first Virtua Fighter-alikes on the PC.



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OS/2. FOR GAMERS WHO ARE NOT JUST PLAYING AT IT

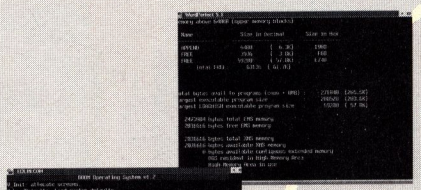
Even with an ample supply of RAM, resolving and allocating expanded, extended and conventional memory can be a constant battle. Even for a qualified PC expert. With the growing number of entertainment packages, each demanding a different memory configuration, the essential reboot is becoming more and more frustrating.

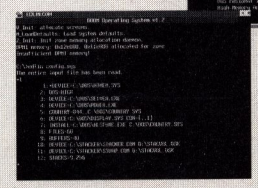
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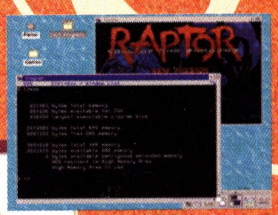


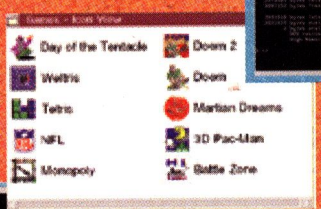


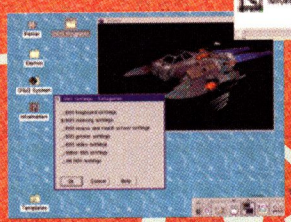
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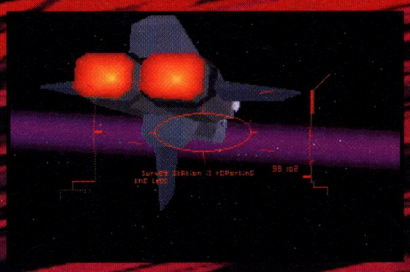
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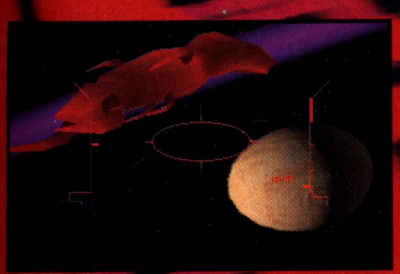
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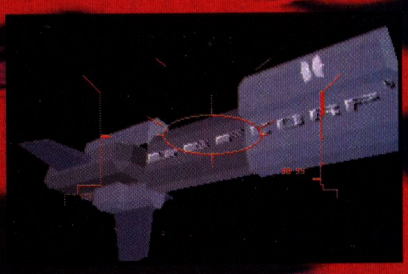
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Bulletin

Jetfighter III

We know that it has been on the cards for some time, but it has now been announced that the sequel to Jetfighter II - cunningly titled Jetfighter III will be released through US Gold early next year. The currently scheduled release daye is March, although this could be delayed slightly (as tends to happen with big projects).

So what can we expect to see then? Well, early reports seem to indicate that the new game will feature a seriously enhanced graphics engine, with full texture mapping and guru-shading throughout (as you'd expect) and we've received unconfirmed reports that it will support SVGA as well as standard 320x200 VGA. We also know for a fact that it will be CD-ROM only...no floppy version is being considered for this project. We'll bring you more news over the next few months.

Comanche II: Werewolf

Novalogic is currently working on the sequel to the highly acclaimed Comanche helicopter combat simulator. Werewolf should be available around March/April 1995 and is apparently a vast improvement over the original game. Making use of a similar graphics engine, but with enhanced features the firm is confident that tis could well be the definitive helicopter game. It look as though there's going to be a lot of activity in this area over the coming months with DI's Apache and Virgin's Hokum looking very impressive as well (KA-50 Hokum should be in the shops any day now by the way). Werewolf will be published by Novalogic, but distributed by US Gold.

VIRGIN SNAPS UP FLIGHT UNLIMITED AND SYSTEM SHOCK II

One of the hottest flight sim products of the year, Flight Unlimited, which we revealed last month has now been snapped up for distribution by Virgin Interactive Entertainment. The US software house responsible for the product, Looking Glass Technologies, is the latest house to be signed to Branson's software giant and all of its products will now be released on the Virgin label. For future reference, it's also worth noting that Looking Glass produced the utterly brilliant System Shock and as a result the chances are that System Shock II (which is unofficially confirmed as being scheduled for next summer) will be released by Virgin rather than Origin.

The Editors 10 Inches

There's been a bit of a discussion in the office lately about the new wave of CD-ROM games on the PC and the relative merits of the countless 'multi-media' aspects which we have rammed down our throats. The argument initially centred around a rather sweeping comment that "all CD games are bollocks" (seeing Jump Raven was what started it all off I think) but we soon managed to narrow the discussion down to 'famous people in games'.

The basic gist was that there were two extremes of opinion...the first was that basically, no-one could give a toss who stars in a videogame as long as the gameplay was good, whereas the other side claimed that big names in games were a good thing. It's worth thinking about really because it makes you look at this 'interactive entertainment' lark in two different lights. Are games an extension of the music/video/entertainment business, or are they really nothing more than 'games'?

If you take a look at the stuff coming out over the next few months, we can look forward to people like Ned Beatty, Grace Jones, Dennis Hopper, the entire cast of Star Trek: The Next Generation and Mark Hamill appearing in some game or other. Does their presence really make any difference? Does the fact that they're there really make the game any better? If you look at it from a pure 'gameplay' point of view it doesn't make any difference at all. Think about something like Lands of Lore on CD-ROM when it came out a few months ago. Patrick Stewart's reputedly expensive contribution was, to be quite honest, a complete and utter waste of time. Who cares? Anyone with a vaguely English accent can talk in a deep voice...and when you think about it, we end up paying for these famous bods. Where do you think the money for their £50 squillion a second fee comes from? The asking price for the game, that's where.

If you look at the big multi-media games over the next few months, they're all whopping great budget things, and you can guarantee that they'll all cost £50 or more. What a rip-off. £50 to see some crap postage stamp sized representation of some burned-out has-been who probably hasn't had a major role since 1980 (apart from Dennis Hopper of course, cause he's ace). Where are the Arnie's , the Mel Gibson's, the Sharon Stone's of this world? Earning money doing proper movies rather than this interactive crap, that's where. Just cause Sly did an interactive version of Demolition Man doesn't mean it was a special project...it just happened to be going on while he wasn't watching, and the resulting game was crap anyway.

If you have any strong comments on the subject (or anything vaguely related) drop us a line at the usual address or e-mail us on CompuServe - PC Zone at 100152, 2152.

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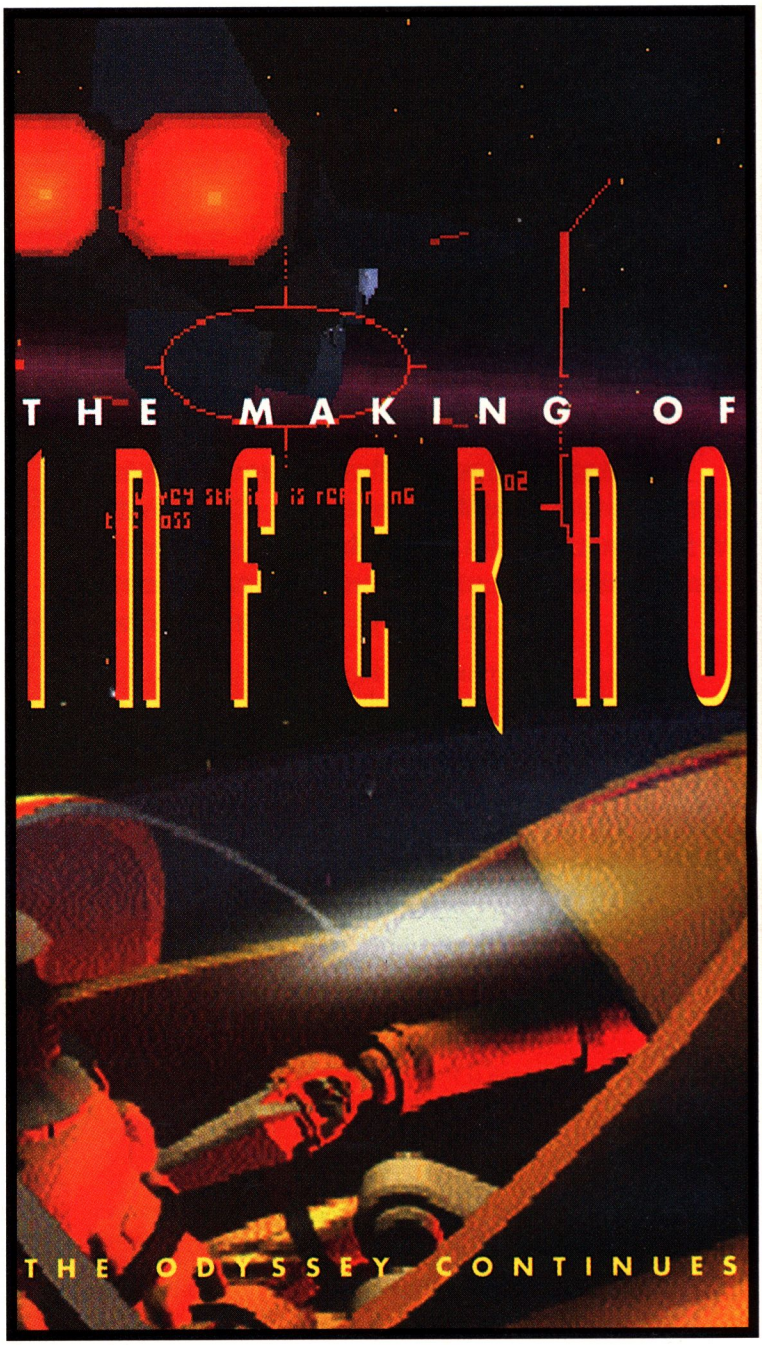
GALLUP CHARTS

So many games, so little time – these days, shopping for your PC can be a nightmare. But now, with the help of Gallup's handy household charts, you can check out what you should be playing. There's something for everyone here: full-price PC titles, budget games and even a selection of CD-ROM titles.

Top 20 Full Price Titles	
1. Sim City 2000	Maxis/Mindscape
2. TIE Fighter	LucasArts
3. Frontier: Elite 3	Gametek
4. Theme Park	Electronic Arts
5. X-Wing	LucasArts/US Gold
6. Lemmings 2	Psygnosis
7. Overlord	Virgin
8. Indycar Racing	Virgin
9. TFX	Ocean
10. Doom	iD Software
11. FIFA International Soccer	Electronic Arts
12. Gabriel Knight	Sierra Online
13. Premier Manager 2	Gremlin Graphics
14. Cannon Fodder	Virgin
15. Microsoft Flight Simulator v.5	Microsoft
16. Playboy Date Book	Sierra Online
17. Brian Lara's Cricket	Audiogenic
18. Leisure Suit Larry	Sierra Online
19. Ryder Cup Golf	Ocean
20. Aces Over Europe	Sierra Online

Top 10 PC Budget Titles	
1. Doom (TS)	Titanium Seal
2. Doom (MS)	Micro Star
3. Doom (GM)	Gold Medal
4. Easy To Learn Computing	Premier Collection
5. Doom Vol.2 (GM)	Gold Medal
6. Sim City Classic	Hit Squad
7. Ultima 7	Hit Squad
8. Police Quest 3	Kixx
9. Word Games For Windows	Premier Collection
10. Populous 2	Hit Squad

Top 10 CD-ROM Titles	
1. Theme Park	Bullfrog/Electronic Arts
2. Encarta	Microsoft
3. Rebel Assault	US Gold
4. Sam & Max – Hit The Road	US Gold
5. The Journeyman Project	Gametek
6. Frontier: Elite 2	Gametek
7. TFX	Ocean
8. 7th Guest/Dune	Telstar Fun & Games
9. Outpost	Sierra Online
10. Ishar 2 – Messengers of Doom	Silmarils



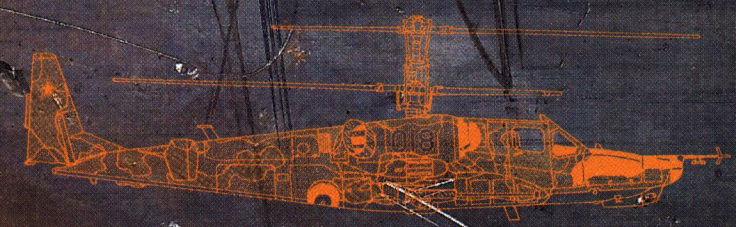
INFERNO ON VIDEO

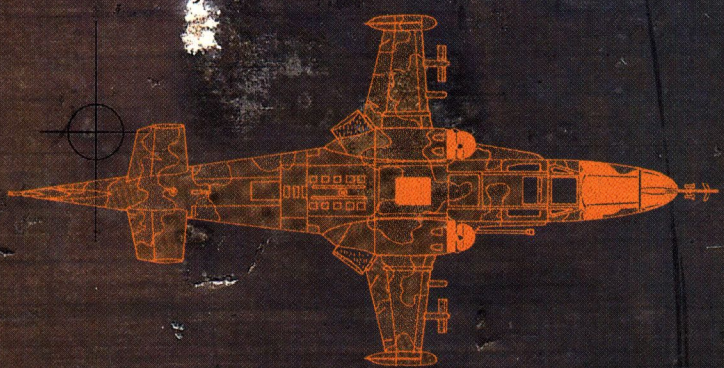
Despite the fact that we all think it's a bit sad, some of you may be thrilled at the prospect of a 'Making of Inferno' video which is available in vid-shops now for £5.99. Showing all sorts of bits of footage as well as a remixed version of the Alien Sex Fiend soundtrack the video is a real Nigel's guide to the production of the game. The 35 minute tape is being distributed by Visionary Communications and its catalog number is MJ018.

KA-50 HOKUM

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KA-50

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Bulletin

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Question One: Which software house publishes the Space Quest games?

Question Two: Which very successful car did the Ford Mondeo replace?

Question Three: What is a range of mountains with jagged peaks called?

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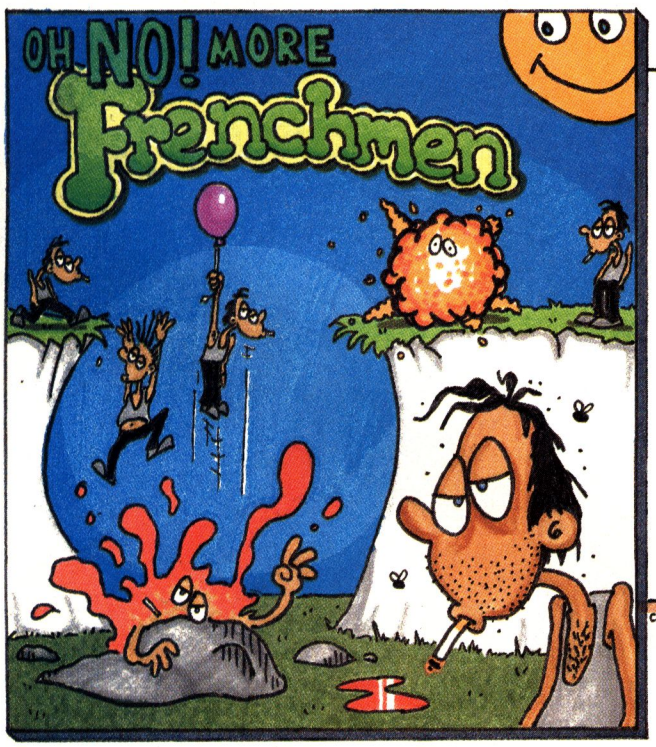
With Frontier: First Encounters almost complete (and effectively Elite III) and slated for a late November release, but complication have now arisen between original Elite authors David Braben and Ian Bell.

Bell is currently considering legal advice due to the fact that although both he and Braben hold joint copyright on the original Elite concept. Apparently a dispute has flared up between the pair over their agreement concerning Frontier. Braben had allegedly agreed to use original Elite material in the new games in exchange for royalties...but this has now fallen through and Braben is refusing to acknowledge the agreement. Whether or not this will effect the release of First Encounters (see seperate news item) is unclear as we go to press.

MORE CHRISTMAS LEMMINGS

After the immense success of Christmas Lemmings last year, Psygnosis is gearing up for yet another Christmas cash-in with the imaginatively titled Christmas Lemmings '94. Offering 64 brand new themed levels the game comes complete with lots of snow, Lemmings in Santa suits, seasonal tunes and, of course a repeat of the tasteful packaging which was featured with last years game.

If you're a real Lemmings sad-case this is almost certainly an essential purchase...on the other hand, if you have a life and gain pleasure from eating, drinking and being general merry in a socially interactive environment (ie. where other people are involved) you probably won't want to spend the £19.99 on the floppy or £24.99 on the CD version will you? Call Psygnosis on 051 709 5755.



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Bulletin

CHRISTMAS COMPUTER SHOPPER SHOW

CHRISTMAS COMPUTER SHOPPER show

GRAND HALL, OLYMPIA, LONDON, 1-4 DECEMBER 1994

The Computer Shopper Show is nearly upon us (again) and this time it's going to be so completely, mind-boggling huge that it has been moved from the NEC in Birmingham to the Grand Hall at Olympia in London. Running from 1-4 December this is the event of the year if you want to get your hands on anything even remotely PC oriented.

So what can you expect to see there? Well, possibly the single most important thing as far as you are considered is that we'll be there. Yippee, hoorah...life is good after all. PC Zone will be situated in a truly gargantuan stand (we're sharing it with our sister mag CD-ROM Magazine as well) and we'll be showing off all of the most brilliant games in the known universe. Fancy playing Doom II on a network? Or how about Dark Forces? Or this month's cover star Magic Carpet? All of these and many more will be on the stand and you'll be able to enter into scintillating and deeply philosophical conversations with all of the PC Zone staff should you so desire. Stand in awe as we display our vast knowledge of interactive entertainment, swoon at our incredible good looks and bring along your daughters and beg us to marry them...(shut up - Ed).



ADVICE THEATRE

Next to the advice centre will be a huge area where you can attend free seminars which will give general advice on purchasing PC's and software...this year there are all sorts of things being talked about - so if you've got any problems there's bound to be some information that you'll find useful.

Aside from the seminars, Carrera Technology will also be on hand to introduce people to the Internet. The demonstration will basically be showing what can be gained from using the system, and they'll be trying their damned hardest to prove that it's not as complicated as it originally seems.

COMPUTER SHOPPER ADVICE CENTRE

The ever popular advice point (it's been a real hit at the previous shows) will also be on the Dennis Publishing stand, and we're informed that this particular shrine of knowledge will be staffed by the incredibly attractive Computer Shopper staff. The chaps and chappesses will be on hand to give free independent advice and are claiming that they can 'answer queries and solve any problems'. Go on, give 'em a challenge...find something really hard for them to sort out.

VIRTUAL REALITY

For added fun (as well as all of the other goodies on offer) Advanced Visual Presentations are going to be giving you the opportunity to experience four fab and groovy VR environments on the firms Virtuality 1000SD system. Have a bash at flying a Harrier, fight it out in a 23rd Century trial by combat, or fight it out with the Red Baron in WWI.

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Sunday 4 December	10.00am - 5pm

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I am claiming £1.50 off 1☐ or 2☐ or 3☐ tickets. PLEASE TICK.



DEATHGATE

Accolade is getting all geared up for the latest game from Legend…the rather splendid looking Death Gate; a monster, fantasy, SVGA adventure with loads of gorgeous pictures and people with silly names. Scripted by Margaret Weis and Tracy Hickman (famous for their Dragonlance series of novels) the game tells of a World Seal which has been smashed to pieces by an evil being called Sartan. The breaking of the Seal resulted in the opening of the Death Gate which kept the worlds of Earth and Magic apart. What happens next is fairly predictable…absolute, complete and utter mayhem and the need for a hero to find the bits of the Seal and stick it back together again.

From what we've seen this month, Death Gate is by far the most impressive product that Legend has put together so far and all being well we'll be able to review the game in next month's issue. Watch this space.





Death Gate is probably the best looking game from Legend/Accolade so far.





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PC ZONE DECEMBER 94

COVER DISK

This month we bring you an exclusive floppy demo of the incredible *System Shock*. No other magazine will bring you this. Not only that, though, we've also got a bit of a treat for all you *Doom II* lovers.

HD Installation

System Shock by Origin/Electronic Arts

System Shock is the latest release from Origin, creators of the *Ultima* series, and can only be described as their best game yet.

After recovering from a six-month coma, you wake up to find you're stranded on an abandoned space ship and that everybody is... well... dead. If that wasn't enough, a genocidal computer has taken over and is hell bent on removing humans from the universe. So you wearily set off to save yourself (and humanity) from this xenophobic pile of silicon. There's zombie humanoids, killer robots, traps, radiation and the odd trip into Cyberspace. There's also some hallucinogenic drugs thrown in.

Installation

To install *System Shock* make the drive containing the disk current by typing, for example:

```
A:
```

then type:

```
Install
```

After that, follow the instructions on screen and off you go.

Controls

Couldn't be easier: just turn to this month's keyboard overlay, rip it out, cut it up and drop on your keyboard. Simplicity itself.

Doom II Level Editor

As you've probably noticed there isn't a lot of room on the disk, so you will have to use your own copy of PKUNZIP.EXE. (Most magazine cover disks will have it.)

Installation

Make your hard disk current by typing, for example:

```
C:
```

then make a directory for the editor by typing, for example:

```
MD EDIT
```

(Where Edit is the name of the directory.)

Then go into the directory by typing, for example:

```
CD EDIT
```

Now, copy the *Doom II* editor file from the *PC Zone* Disk 2 to the hard disk by typing, for example:

```
COPY A: DM2E.ZIP C:\EDIT
```

Now copy your PKUNZIP.EXE into this directory.

Your directory should now have two files in it : PKUNZIP.EXE and DM2E.ZIP. Now type:

```
PKUNZIP DM2E.ZIP
```

This will unpack the editor. Now read the text files and off you go.

CD-ROM Installation

To install any of the playable demos on this month's CD you should make the drive containing your CD current by typing, for example, D: Then type PCZONE, and follow the installation instructions on the screen. The programmes we've got for you this month are as follows:

Delta V by US Gold

Finally, after months of development, the long-awaited Cyberspace shoot 'em up (for want of a better description) has arrived. *Delta V* looks set to storm up the game charts and this demo, exclusive to *PC Zone*, contains three fully-playable levels from the full game.

Flying your net-runner craft, you fly through a VR-type landscape, take out as many enemy ships as you can and evade enemy fire. Basically it means shouting Jesus very loudly and trying not to get shot.

Controls

Delta V supports both joystick and keyboard. Joystick control is fairly obvious, and if you want to use the keys, they are:

```
Space:          Fires Torpedoes
Return:         Fires Lasers
Arrow Keys:     Moves ship about
```

Little Big Adventure by Electronic Arts

Probably one of the most stylish 3D-adventure games we have ever seen, *Little Big Adventure* (*LBA*) combines both humour and a complex plot with some stunning graphics.

This month, *PC Zone* has a fully-playable demo from the game, where the hero, Twinsen, has to escape from a harsh detention centre. Twinsen himself has four states of mind which affect how he behaves and these are:

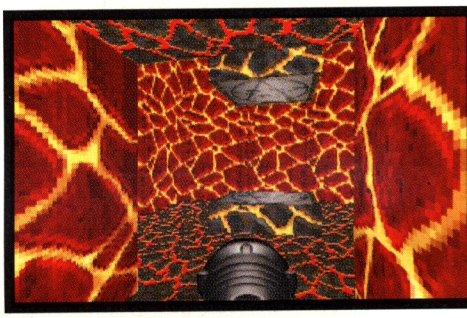
```
Normal:         This allows Twinsen to
                throw switches, open doors
                etc.
Sporty:         Runs fast, and can leap
                great distances.
Aggressive:     Violent and nasty and very
                useful for giving someone
                a good kicking.
Stealth:        Shifty and quiet, this is
                the best mode to avoid
                detection.
```

The controls are key based and fairly straight foreword.

```
Cursor Keys:    Move character about

Ctrl:           Hold this down and use
                cursor keys to change mode.
Space:          Action example, Jump etc.
                Dependent on selected mode.
```





Doom Levels

I know, we did this two months ago, but:
a) A lot of you have been asking where to get hol
of the old CD, and it's totally sold out.
b) Some of the text files were missing last time.
c) Why not?
Remember, these levels will only work with the registered version of *Doom*.

No CD?

IF YOU'RE sitting reading this thinking "Simian shag pots, I've only got the HD version," then fear no longer for help is at hand in the form of Miles Tudor!

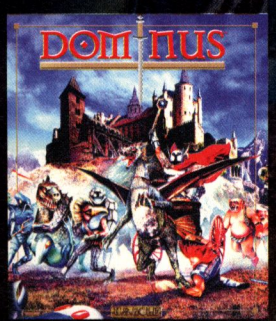
Simply phone **071 917 7693** between 10.30am and 6.00pm, and grumble to him that your local shop has run out of CD issues. No other bugger stocks the CD issues. The dog ate my homework etc., and Miles will help sort you out. Diamond geezer, eh?

DOMINUS™

YOU'LL NEVER PLAY THIS GAME AGAIN!

THE NEW STRATEGY GAME THAT'S DIFFERENT EVERY TIME YOU PLAY.

Dominus is a new genre of strategic war game. A real time simulation that blends the best elements of fantasy role playing and hand to hand combat, Dominus allows you to stand back and run the war from above, or grab a weapon and join the fray. So you can fight the way you want. And with four difficulty levels, Dominus is fun for first-time players and war game veterans alike. Defend your domain from invading clans by deploying monsters, casting spells, setting traps, capturing your enemies and interrogating them in the dungeon. Then combine your helpless prisoners with your hideous monsters to create your own more powerful hybrids. Each of your decisions causes different strategies and reactions in your enemies, so every game is unique. Grab your sword and leap into Dominus.



It's a whole new breed of gameplay!

CD-ROM & IBM PC

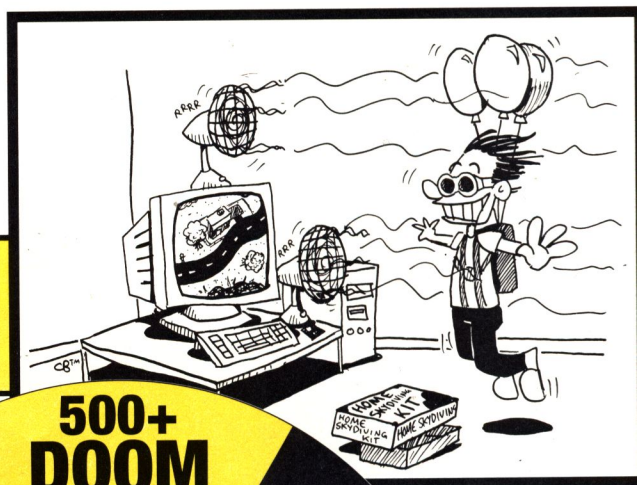
386 or higher
25 MHz or above (33 MHz recommended)
VGA videocard
DOS 5.0 or higher
CD Drive – single speed (double speed recommended)
SoundBlaster™ and 100% compatibles
Mouse or Keyboard interface
Hard-drive space required, 35Mb

Screenshots are only intended to be illustrative of the gameplay, and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

U.S. GOLD®

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COVER DISK



IMPORTANT

Some of the programs on the CD are shareware, and as such are supplied as an evaluation service to our readers. If you like the programs and intend to continue using them, you should register them with the publishers concerned. In return you will receive updated versions, extra levels and loads of other stuff. The cover disk has been virus checked. However, neither Dennis publishing, *PC Zone* nor any associated companies can be deemed liable for any problems that may arise from use of this disk.



Off the Boards

This months selection is a compilation of the latest shareware releases. For the full info turn to the *Off the Boards* (page 146).

Dawn Patrol by Empire

Its time to put on your flying jacket, don your goggles and give Fritz a damn good trouncing. So, it's chocks away and enter World War I dogfighting action with *Dawn Patrol*. Use your mouse to click on the page numbers to select options etc., then click on P 11 which is the playable demo.

Controls

Dawn Patrol supports both joystick and keyboard. Joystick control is obvious, and the controls for the keyboard are:

```
Cursor Keys: Movement
Space:       Fire
Ctrl + Break:Quits demo
```

Dreamweb by Empire

Following on from Empires *Dawn Patrol* is the dark and sinister adventure game *Dreamweb*. This fully-playable demo is a snippet from the game where our brave adventurer has to somehow get into the hotel to... nah, find out for yourselves.

Controls

The control of the game is mouse driven. Move the mouse to different areas of the screen, and the box on the left-hand side of the screen will show what options are available. Click the mouse to perform this action.

System Shock by Electronic Arts

Doom? Well I say you can stick it! *System Shock* is the best, ultra violent, 3D, first-person perspective, RPG and every other descriptive elements of a game that has ever graced the plush offices of *PC Zone*.

You are stranded on a space ship, armed with your brain, wits, hacking skills and a huge array of fire-power. Opposing you is the ship's artificial computer that has a slight attitude problem: an xenophobic nature to anything alive. Good luck.

Controls

The controls are really simple, just turn to page 35 and use the keyboard overlay.

Novastorm by Psygnosis

This is a brand new shoot 'em up from Psygnosis, which combines some very tasty graphics with rolling, 3D-arcade action. The rules are quite simple: just kill everything. At the start of the demo go to the configure section to select your keys, then off you go.

Transport Tycoon by MicroProse

At last. A sequel to *RailRoad Tycoon*, and unusually for sequels, this is bigger, better and addictive as hell.

You start off with just a couple of towns and a few industries. It's your job to build roads, railways and a whole host of stuff to allow trade, and kick start the economy into gear.

Control

Transport Tycoon is a simple point-and-click simulation game, and anyone who has played *RailRoad Tycoon* will take to this like a duck to Bourbon.

Left click on the icons at the top to chose the action you wish to perform, then click on the landscape to do your stuff.





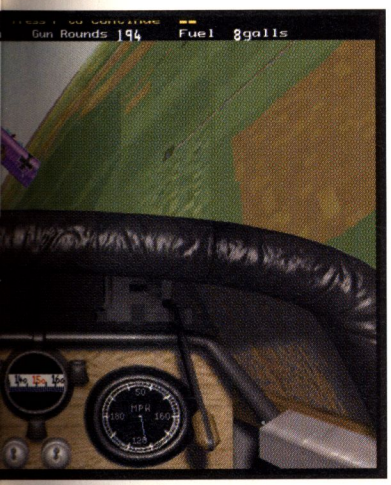


Contact Numbers

US Gold	021 625 3388
Electronic Arts	0753 549 442
Empire	081 343 7337
Psygnosis	051 709 5755
MicroProse	0454 326 532
Merit	091 385 7755









HD DISK HELP

If your disks are being awkward, you can call the technical help line:

Matthew
0274 736990
(9am to 4pm weekdays only)

- Please note that this help line is for HD disks only, for your CDs see CD help section below
- If you are advised that the disk is faulty and needs to be returned, send it in a padded envelope with two 19p stamps to:

PC Zone Disk
Returns 17
TIB Plc
TIB House
11 Edward Street
Bradford
BD4 7BH

CD HELP

If you have a problem installing any of the programs on the CD, then you can call:

Miles Tudor
071 917 7693
24th Oct to 2nd Nov
2pm to 6pm
(Except Weekends and Wednesday Afternoons)

If you are calling either of the help lines, please take note of the following points:

- If possible, have your computer operating and near to the phone when you call.
- If your computer isn't near a phone, note as much information as possible: system type, resolution etc., and the nature of the fault.
- Make sure you have a pen and paper to hand when you ring.



ALONE IN THE DARK 2™

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PC Zone 97% • PC Review 9/10 • PC Gamer 92%
C&VG 94% • Games World, TV 95%
Gamesmaster, TV 92%

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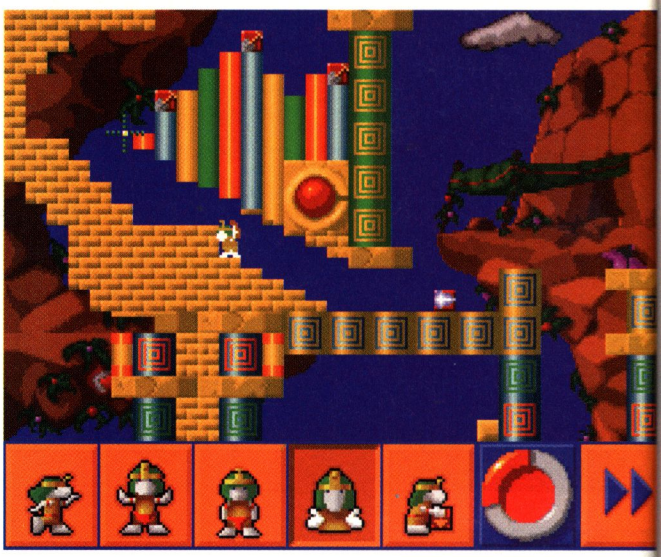
INFOGRAMES

Distributed by PHILIPS

Blueprint

All New World of Lemmings

PUBLISHER: Psygnosis	PRICE: £39.99
TELEPHONE: 051 709 5755	RELEASE DATE: November



Unfortunately the third instalment of the *Lemmings* series wasn't quite ready for review this month. John Davison takes a look at an "everso-nearly finished" version of the game.



(Top Right) For the first time DMA Design has seriously revamped the Lemmings' games engine. There is now an infinite supply of skills for the little blokes.

THERE'S A bloke out there somewhere who's responsible for dreaming up the Lemmings... apparently he's Scottish and is now very rich, but to many people he's to be counted alongside those responsible for the Smurfs or even those Muppet Babies. Love 'em or loathe 'em, the Lemmings are cute, successful and infinitely marketable. So marketable in fact that we will soon be seeing them on crisp packets, soft drinks and even the bits of paper they stick on trays in Burger King.



(Above) All of the levels are now distinctly different to what we're used to. Some of them even need you to rescue imprisoned Lemmings.

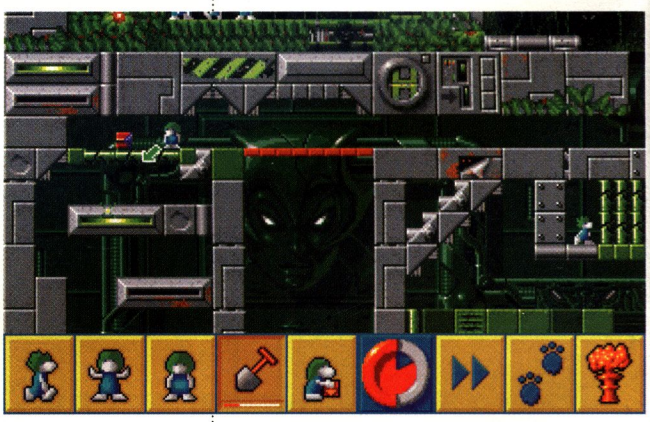
Although titled *All New World of Lemmings*, the game is, in effect, *Lemmings 3*, and jolly good it looks too.

Having escaped from Lemmings Island (the location for *Lemmings 2: The Tribes*, in case you weren't aware) the little blue chaps are in trouble once more. Having sailed around on a big boat (the Lemmings Ark, would you believe?) for more than a year, the power of the protective, sacred Lemmings Talisman thingy is now running low and the individual tribes are forced to settle down in new homes, get married, have kids and buy a dog.

All New World... follows the adventures of three of the original tribes; the Egyptian, Classic and Shadow Lemmings, as they each attempt to tame a new homeland.

Now then, despite the new storyline you could be fooled into thinking that this is yet another rehash of the original *Lemmings*, but DMA Design has seriously enhanced all of the gameplay aspects to help zazz things up a touch. For a start, the most obvious difference is the fact that the basic Lemmings "skills" have now been stripped right down to the bare essentials... but it doesn't stop there. Individual Lemmings are no longer only capable of taking on just one measley skill, oh no, in this game you can change the "life purpose" of any individual, at any time, and thankfully there is an infinite supply of each skill to dish out amongst the minions. A most welcome feature introduced because of this is the fact that you can now turn a blocker back into a walker... no more blowing the little chaps up to get them out of the way!





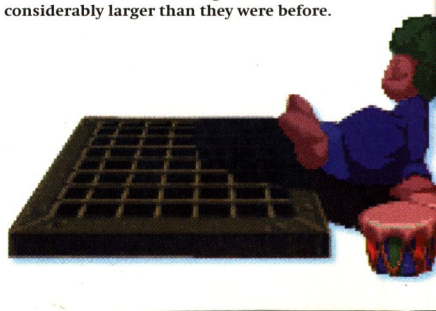
Beyond the new skill allocation elements the overall structure of the game's levels is also different. Whereas in the previous games you had to move a set number of Lemmings from entrance to exit, now you only have to prove that you can find a route to let one Lemming escape. For added fun, though, you also have to rescue imprisoned Lemmings who can be found in obscure, tucked away corners of the vast levels.

As far as presentation goes, the new game is still recognisably *Lemmings*... but this time around everything is much bigger. The chaps themselves are at least four times larger than we're used to seeing them, and as a result they're much more detailed. All three tribes of Lemmings now wear their traditional costume, and the animation has been enhanced tremendously to give them an even "cuter" look (like they really needed it).

As we go to press Psygnosis assures us that the game is very nearly finished and unless something totally and utterly ridiculous happens in the coming weeks we should be bringing you a full review of *All New World of Lemmings* in the January issue of *PC Zone*. Z



(Above) Graphically the game has been dramatically enhanced and the Lemmings themselves are now considerably larger than they were before.



"... impressive

... a new angle on the classic role-playing adventure..."

– PC Gamer, September 1994 *

STAR TRAIL



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- Fully animated, phased-time, isometric 3D combat with improved auto combat system
- Smooth-scrolling 3D movement
- Intelligent keyword dialogue system
- Print option for diary and character info
- 2 levels of difficulty provide a challenge for novice and experienced players

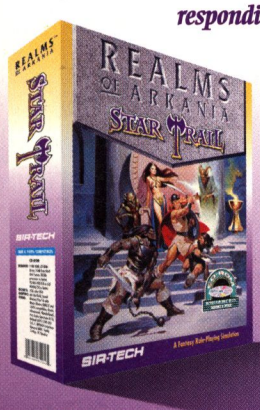
CD-ROM ENHANCED GRAPHICS & SPEECH

"3D scrolling animations and massive improvements on both the graphics and sound fronts now complement a game engine which the designers have redesigned in detail, responding to virtually every criticism levied against [Blade of Destiny]."

– Strategy Plus, September 1994 *

"Fans of Sir-tech's Realms of Arkania series: Rejoice!"

– Electronic Entertainment, September 1994 *



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Harvester

PUBLISHER: Merit Software	PRICE: £59.95
TELEPHONE: 091 385 7755	RELEASE DATE: December

Being a bit of a country boy himself (he always seems to smell of strong, green grass) and known for having memory blackouts, Gareth Ramsey was the natural reviewer for *Harvester*.



HARVESTER. Now that's a bit of a strange name for a computer game, don't you think (unless it was a sort of farmer simulator), but the chaps at Merit Software, a Dallas based firm, seem to think otherwise. It just so happens that Harvest is the name of the small town that the game is centred around, and being from there yourself, a Harvester you be. The play on words here is that the other harvester is certainly not from your home town unless, that is, you happen to reside in or around Hades W1.

Like I said, Harvest is your home town and you have lived there all your life, but here comes the crunch – you just cannot remember a damned thing!

It's one of those sweet little towns, much preferred by American sitcoms – you know what I mean. Your neighbours on one side are probably brat-features from the *Wonder Years*, and Michael J. Fox and the rest of the *Family Ties* crowd on the other side. Sickie, sickie, sickie. Dogs idly accompany paperboys on their rounds, Mr Normal across the road is washing his car and the local news reporter has just hung himself because the Women's Guild coffee morning just isn't really front-page news. Bleurgh!

Stepford Wives II

Well, you find out you are engaged to the girl next door, but when you call on her, you find she's just popped out. Well, some of her has – all but her skull and spinal cord are missing and no one seems to care! Everyone appears to be like one of the characters from the *Stepford Wives*, and seem to bow before some Masonic organisation called The Order of the Harvest Moon, which, incidentally, you've just received an invitation to join. Once you enter their Lodge you find yourself battling against some of the most vile and hideously deformed creatures you've ever laid eyes on, and I'm not talking about the *Family Ties* lot.

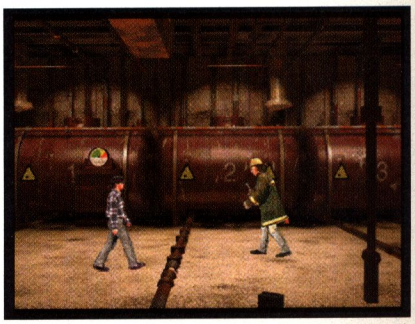
Harvester is one of a new breed of CD-ROM games that seem to be emerging at the moment. What I mean is that, far from being just one thing, they just have to offer more. And a damn good thing too. First we saw *Return to Zork* with its totally stunning inbetweeny bits, and more recently *Under a Killing Moon*, taking the world of adventure games that one step further.

By blending a rich mix of arcade action and traditional point-and-click adventure gaming, *Harvester* promises to be just as, if not more, interesting.

Real Digitised Actors?

"Once you enter the lodge," says Merit's Roddy McGinnis, "the action is much in the style of *Mortal Combat*." Real actors have again been digitised (doesn't that hurt?) into the game – no less than 116 of them at the last count! Interaction is on more of a drag-and-drop type interface than point and click, but nevertheless, the effect is much the same.

Creepy, spooky and atmospheric, *Harvester* is, at present, set for release on two CDs, hopefully by the end of the year.



(Top) So after Sky TV turned me down I got offered this, but don't you say my careers dying now, boy.

(Above) After taunting the fireman about his career, he comes at me with a hammer. Sky TV, he he he.



(Below) Coo, Disneyland! It's the fairy castle! No? I give up then, what is it? My imminent death? Really? Well who'd have guessed that?

CREATURE SHOCK

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Your heart is pounding. Your pulse rate is rising. Your mind is racing. You can taste the sweat from your brow. You have no idea what lurks around the next corner.

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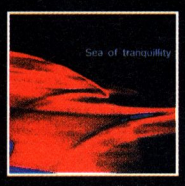
CREATURE SHOCK

Available on CD-ROM only for the IBM PC compatibles.






ARGONAUT
SOFTWARE LTD



"A full play demo version of "Creature Shock" is also featured on the album "Sea Of Tranquillity" (Cat No ESPCD1) an Interactive CD-Rom/Audio CD from The Echo Special Projects Label. Available now from all good record stores for the price of a regular audio CD"

© 1994 Argonaut Software P 1994 Virgin Interactive Entertainment Limited


Virgin

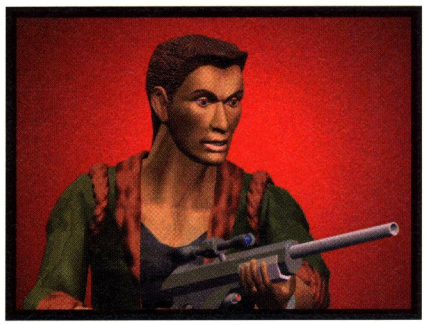
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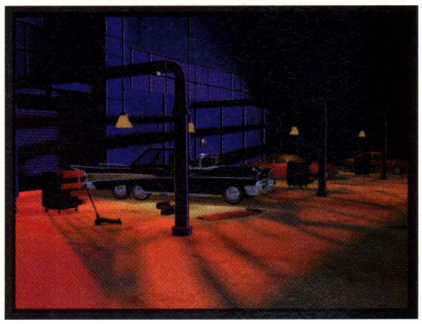
Hell

PUBLISHER: Gametek	PRICE: £39.99
TELEPHONE: 0735 553445	RELEASE DATE: December



(Left) Who put that poor bloke on that spiky thing? Oh, it was me. Brilliant!





(Right) In between the adventure bits, you get to play with guns and things.



(Above) No pretendy hell would be complete without a school room.



GAMETEK seems to have thrown caution to the wind and decided to have a go at just about every type of computer game imaginable. Space sims, RPGS, *Doom*-type things on wheels, *Doom*-type things without any wheels. You name it and those wacky dudes at Gametek have probably done it. This time though, they look like they've landed a real scoop by persuading that loveable psycho, Dennis Hopper, to star in their new CD-ROM Cyberpunk thriller, *Hell*.

Dennis, has directed and starred in countless blockbusting mega-hits on the big screen, including *Speed, Easy Rider, Apocalypse Now* and, er, loads of other dead good ones.

In the *Hell* game, Dennis plays the part of a psycho (no change there, then) with the decidedly unpsycho-like moniker of Mr Beautiful. Grace Jones also makes an appearance, giving Gametek the perfect excuse to shout "star-studded-cast" every time *Hell* is mentioned.

Dennis and Grace aren't the only famous peeps in the game, though, not by a long shot. There can hardly be a single person walking God's earth that hasn't heard of, er, supermodel Stephanie Seymour, or ultra-famous "household name or what" actor Geoffrey Holder. Okay, look, I know they're not that famous and you may well be falling about laughing, but at least Gametek *tried* to get loads and loads of famous people in the game. It's not every software house that would go out of its way so much just for *your* entertainment, so just leave Gametek alone, alright? Anyway, whether you've heard of the actors or not, and whether you like it or not, they're in it, so there! Er, back to the game.

The game stars you as one of two characters, Gideon or Rachel, a former investigator for the government. And for some unfortunate reason, you are now a fugitive being hunted for sins against the state. There are some pretty serious questions for you to find the answers to. Why are you being hunted? Do the government really have the keys to Hell, and if so, where is its seemingly divine power coming from? However, there is a far more serious question which needs to be answered here on this very page. Namely, what exactly *is* a "Cyberpunk thriller"? Read on.





AWESOME VALUE

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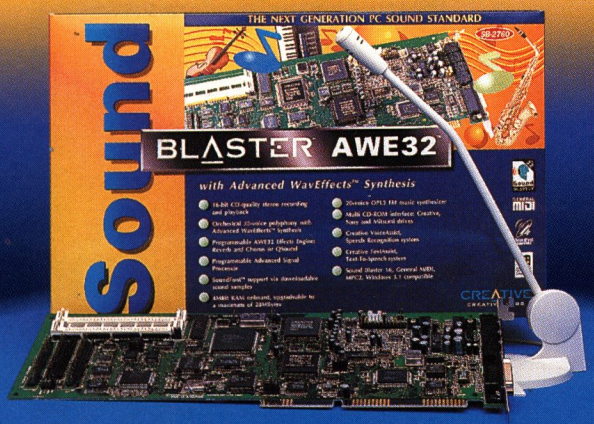
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(Below) Yes, this must be hell. They've even got a dentist.



Hell and back

A Cyberpunk thriller, in Gametek "Cyber-speak", is a CD adventure game with lots of interactive movie bits in it. "Oh no, not again" I hear you cry, "not another 40 smackers down the drain on something that played itself the whole way through and asked me to click the mouse button once at the end". Well, no, actually, at least not if you believe what the excited chaps and chapesses at Gametek have to say. They reckon they've come up with a totally non-linear adventure in which players will make partial discoveries that lead them to yet more mysteries. This will supposedly be a radical departure from your ordinary, common garden adventure, which simply outlines the quest for the player.

And as if all this innovative, ground-breaking design stuff wasn't enough, the developers have even given it a plot!

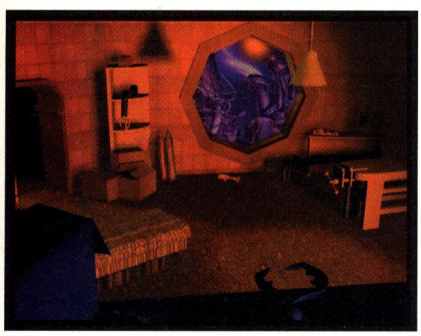
"Players will travel from the mean streets of the future to the pits of hell..."

The game is set in 2049. The Hand of God party controls Washington D.C. (led by the enigmatic Mr Beautiful, aka Dennis Hopper). Players will travel from the mean streets of the future to the pits of hell in their quest to get to the bottom of the underhand goings-on. Along the way, you will get to hack your way into computers, mess about with lots of electronic gadgetry, use futuristic-looking Cyberpunk weaponry and battle with psionics.

As you can see from the screen shots, the in-game graphics appear jaw-droppingly exciting. *Hell* uses 3D-rendered graphics and animation to bring its supernatural thrills and spills and high-tech horror to life. It will also have the obligatory full-motion multimedia videos to enhance the atmosphere of its Cyberpunk underworld.

If just half of the hype flying around about the game is justified when it comes out, *Hell* could prove to be real competition for *Under A Killing Moon*, currently the best CD "interactive" adventure around. PCZ



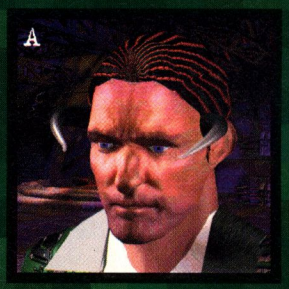


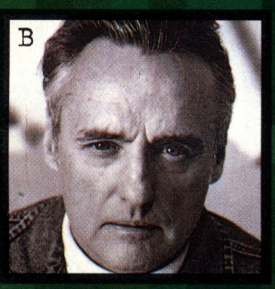


PC Zone Puzzler 1

Spot The Hopper

One of the pictures below is a genuine photograph of the real Dennis Hopper and the other is a graphic artist's depiction of what our Dennis would look like if he had horns and things. Use your skill and powers of judgement to ascertain which is the real Dennis and which is the impostor. The answer to the quiz can be found at the end of the review. If you get it right you can tell all your friends you are a master detective, and you should apply for a job with the C.I.D. straight away. You don't win anything, though.

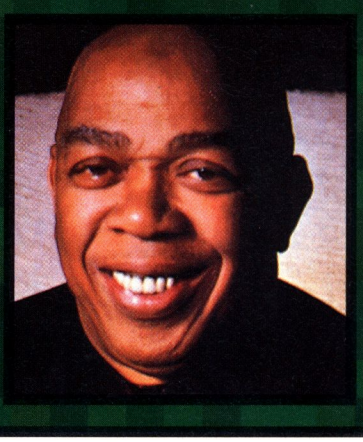




PC Zone Puzzler 2

Who Is This Geezer?

This is a well known actor. Honest it is. Use all your powers of discernment to reveal the identity of this acting bod. For extra fun, you can also try to guess the name of any movie he appeared in. Award yourself one point and a pat on the back for each correct answer. The answers are at the end of the review.

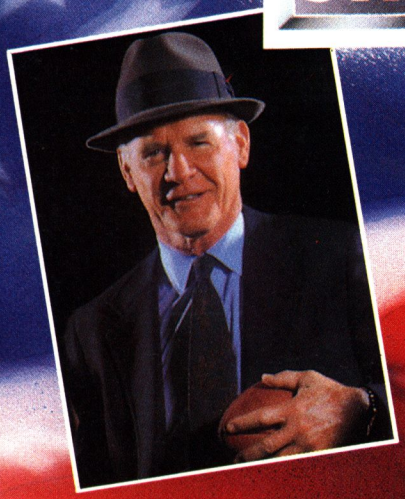


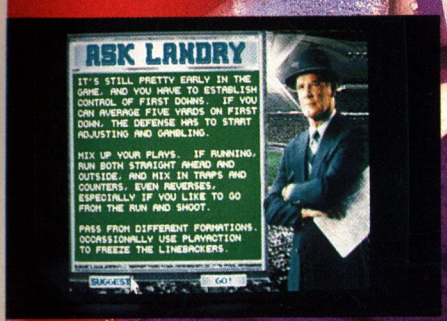
Answers to PC Zone Bonus Quizzes.
PC Zone Puzzler 1: The real Dennis is Picture B.
PC Zone Puzzler 2: The bloke in the photo is Geoffrey Holder and he was in Live And Let Die. He was in some other things too but we don't know what they are so if you guessed them, well done!

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Blueprint

Kyrandia Book 3: Malcom's Revenge

PUBLISHER: Virgin	PRICE: £44.99
TELEPHONE: 081 960 2255	RELEASE DATE: November

(Below) Our Malcolm as a toddler. Ugly little bastard, wasn't he?





(Above) Malcolm gets his head kicked in.

Virgin will soon be giving you another excuse to get up to more larks and crazy capers in the world of Kyrandia. Chris Anderson pretended he knew all about this sort of adventure stuff so we decided to let him take a look.

IF YOU HAVE had enough of playing insufferably cute and loveable characters in adventure games (à la two million Sierra games) and you are crying out for something new, something that lets you do really nasty things to everybody, release your pent-up aggression and go on a wild orgy of chaos and wanton destruction, then Westwood's new adventure just might be of interest of you.

Kyrandia 3 puts you in the role of evil jester Malcolm (the baddie from *Kyrandia 1*) and your objective is to help him seek bloody revenge on all the people who have pissed him off (which happens to be just about everyone in the whole world). In the first game, your goal was to help nice-guy Brandon, right wrongs and generally do nice things in Kyrandia.



(Right) Here's some weird spooky bloke from the intro.

At the end of the adventure, Brandon turns Malcolm to stone and so emerges victorious. *Kyrandia 3* begins when lightning strikes and Malcolm escapes. He's now looking for revenge and it's up to you to make sure he gets it.

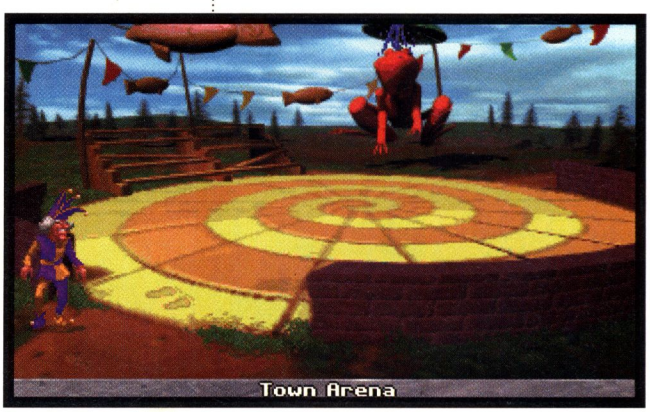
Follow me

Kyrandia 3 has a stunning intro with truly excellent animation, which sets the scene perfectly for the beginning of the game. The most notable improvement in this episode compared to the previous games is in the graphics departments. All of the graphics have been rendered in 3D Studio, and contain more depth and detail than the prequels. Being a CD adventure it has, of course, digitised speech for all the characters, some of whom you'll recognise from the earlier games. It also has lots of puzzles, spookily enough, but one puzzle you won't have to solve in *Kyrandia 3* is when to laugh. Malcolm is a dab hand at the old witty ripostes, and when he cracks a particularly humorous number, an imaginary audience responds immediately with canned laughter and applause in tacky TV sitcom-style. This, friends and neighbours, is truly weird. It might be something you'll get used to after a while, but I wouldn't bet on it. Still, it's unusual, but not particularly irritating so it shouldn't get in the way of your enjoyment of the game. On the plus side, the graphics really are something.

"An imaginary audience responds immediately with canned laughter in tacky TV sitcom style."

Unlike in the previous *Kyrandia* games, many of the characters and creatures in *Malcolm's Revenge* are animated and do highly amusing things when you try to talk them. The voice-overs, also, are refreshingly inoffensive for a CD game. There appears to be more variation of plot to boot. During the course of the game, you will guide Malcolm through his escape and capture, on to the ends of the earth, into the Underworld, and finally back to good old Kyrandia to wreak havoc and destruction. Along the way, you will use disguises, toys and whatever bits of magic you can get your hands on to help you in your quest. The first two *Kyrandia* games were ridiculously successful, and on the strength of what we've seen so far, *Malcolm's Revenge* looks even better and should be just as much of a hoot. So stay tuned for the review in next month's issue. Z





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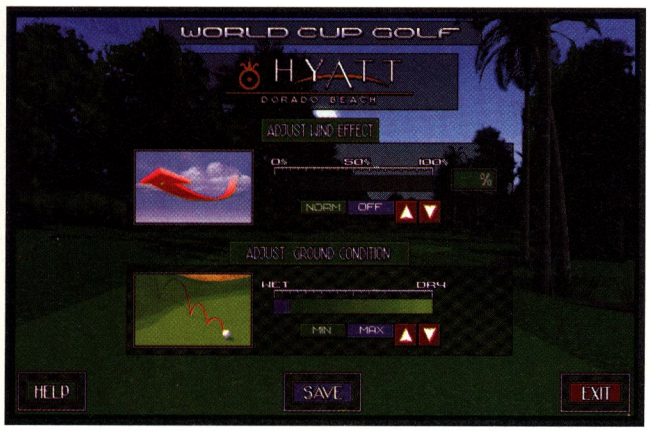
World Cup Golf

PUBLISHER: US Gold | PRICE: £39.99

TELEPHONE: 021 606 1800 | RELEASE DATE: Nov/Dec

Just when you thought your nerves couldn't cope with another game title with the words "World Cup" in it, US Gold get all vindictive. Patrick McCarthy's the one with the iron constitution.

APPARENTLY there's a golf World Cup. This is as much news to me as the real World Cup was to the Americans. Naturally, it's an American-generated thing. They have a certain genius for inventing money-making sporting events that can be easily sold to sports networks anxious to pack the airwaves. Seemingly, the more absurd and artificial the sport and the more obscure its target audience, the more likely it is to have extensive TV coverage and the more likely the participants are to make millions from it. You know the kind of thing: "Welcome to White Water Carp-Snogging, with your host – 'Lippy' Leon Le Roux!" "This week on 'Let's Ping Pong Nude': Pimpled bats, yes – but pimpled skin?" And the more likely ITV are to buy it and show it at 3 o'clock on a Sunday morning, of course.



(Above) Look at those gorgeous palm trees. You can almost smell the bat droppings.

(Right) Just a few of the many flags you can have turned into an outré headscarf when you start your heavy metal band.



(Below) You can cut your hand and die on grass like that.



Kill me slowly

I know, I know, we have darts on television, but it's only watched by the people trying not to think about "things" while waiting for the Samaritans' phone line to become free. And Americans have beach volleyball, for God's sake... not proper volleyball, beach volleyball. Two-a-side. Whatever's going to be next – Major League Shell Gathering? Pro-Celebrity Sunbathing? (Bagsie George Hamilton for my team.)

Golfing fun

Golf has a legion of gimmicky sporting events all to itself – nearest the flag games, skins games, floppiest head-cover games – all with thousands riding on them. Then there's the Senior Tour: people who simply couldn't cut it in their prime are now raking in the moolah in old age (if only from the incontinence pants tie-ins).

Not that I want to give the idea that the World Cup of Golf is some kind of Mickey Mouse competition, after all, it is "the oldest and most prestigious international team golf event in the world." (It says here). And it's played in an exotic location, too – Puerto Rico. (Audience of old ladies: Ooooooh!) It's competed for by teams of two, and the current holders are... er, household names, no doubt, with streets named after them in their home towns.

Hard graphics

The game of the event will be released in the very near future on CD-ROM only. It has to be CD-ROM, because there's over 800MB of pre-rendered images for the course (whatever "pre-rendered" means).

Like all games that want to hold their heads up high and proud at a party in this year of years for entertainment software, it was generated using Silicon Graphics hardware. And we all know what that means, don't we? About a tenner on the price, for a start. Ho ho. No, actually it means graphics that are as hard as silicone. Which is that stuff they put into women's bottoms, isn't it? And it's not that hard, actually. Oh, I don't know, I'm all confused now.

Anyway, it looks like we might have a bit of a graphical "stunna" on our hands, with *World Cup Golf*, with a control system that, shall we say, has strayed from the beaten path. It looks rather "interesting." And up to 64 people can play. I don't think I know that many people.

Anyway, that's all we're going to say for the moment, because a) the Beta version we have only plays one hole, and b) we're like that, sometimes.



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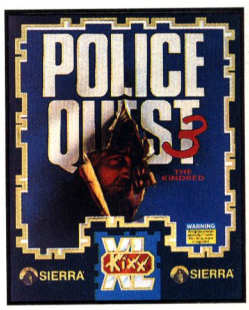
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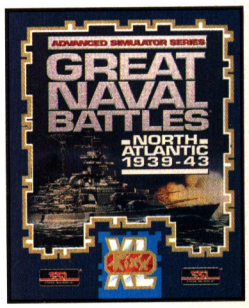
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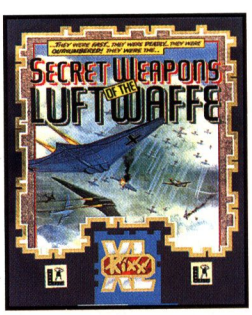
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Blueprint

RETRIBUTION

PUBLISHER: Gremlin Interactive | PRICE: £39.99

TELEPHONE: 0742 753 423 | RELEASE DATE: November

The name's been changed to protect the innocent – or something equally sad. Gremlin bolster their new "Interactive" labelling with the *Retribution*. A game that is to PCs what Capability Brown was to landscape gardening. We sent Jeremy Wells, with trowel in hand, to turn some earth and see what all the fuss was about.



THE thing that has troubled Gremlin (erh... Interactive) over the past few years is that they seem to have suffered from something of a "boppy" image. Not that it's been much of a problem for them so far with successes like *Zool*, *Desert Strike* and *Premier Manager* under their collective (now interactive) belts. Indeed, they're one of the few British success stories in the industry. In this respect they're the sort of software equivalent of the Pet Shop Boys (eh?) in that they churn out numerous, boppy little numbers that everyone pretends to really hate but nevertheless always find themselves singing on the bus in brusque moments of absent mindlessness.

As a result, whenever you say to anyone that Gremlin have got a new game out, people immediately assume that it's more of the jolly same i.e. a quirky arcade-style game that has just managed to make it in terms of gameplay in the PC translation, but none the less proves highly addictive.

Well folks, this time you're in for a bit of a surprise. Gremlin are going through a bit of a growth stage at the moment, a sort of software puberty, and, by the looks of things, *Retribution* appears to be a remarkably promising and angst free transition into adulthood.

After ten years in the business, Gremlin have grown up, gone "Interactive" and they are now piling their resources into PC development in a big, big way.

So what's up Mr Gremlin?

They've managed to keep the initial fruits of their intensive labours pretty quiet considering it's been "in development" for almost two years now, but it looks like it's been worth the wait.

Retribution is set firmly within the "fly around in a speedy space ship and shoot at nasty aliens" mould, and on paper it looks pretty impressive. "Superb" rendered intro sequences and in-game linking scenes, a classical score composed and performed by award-winning classical composer Chris Adams, artwork by creative consultant on the new Judge Dredd movie and 2000 AD artist Kev Walker and, of course, the now obligatory celebrity voice-over and in-game narration. (Exactly who the celeb(s) will be is yet to be confirmed – let's just hope and pray that it's not Cheggers!)

> "Retribution is set firmly within the 'fly around in a speedy space ship and shoot at nasty aliens' mould."

But fear not my beloved star stormers, it's not going to be what they affectionately term in the States as a "Psyggy" game. No siree! This is not just another PC CD-ROMbo "nice front end, shame about the game" product. This game is good, they know it and Gremlin are backing it to the hilt. "*Retribution* represents a benchmark for us," states PR Manager, Steve McKevitt "We've spent years blending the software and graphics to provide a unique gaming experience. It's more than just another game for us, it's a statement of intent that Gremlin are up there with the best – in fact it's so good we know it will change the face of the whole company!" – Ooh errh!

Got a good plot then has it?

Well, as far as these sort of things go, yes – if you don't expect too much that is.

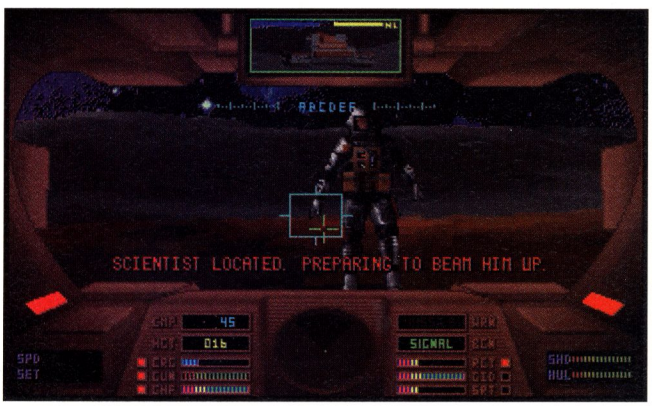
The year was 2396 and Earth was on the edge of a war which would certainly bring about its self destruction. Then, from another world, came the Krellans who kindly intervened in the conflict and brought peace to the troubled planet. (Hoorah!) They also introduced new technology and medicine and the human race grew and prospered. (Double hoorah!) But then, quite suddenly, the population on colonies in the outer reaches began to disappear (spooky eh?). But why...?

A lone survivor then revealed the true reason behind the Krellan mission: mankind was being bred as a source of high-protein food for the Krellan homelands (the man-eating blighters!).

As you lower yourself into the combat vehicle the grim reality of war with the Krellans cannot overcome the hatred within your heart. You are driven by one compulsion... "RETRIBUTION". (Presumably your brothers in arms are a lot less sophisticated than yourself and are just driven by plain old "revenge".)

So what do you have to do then?

Well, for starters there are 11 major campaigns, each consisting of over 50 missions (on the floppy there's going to be seven





(Right) Missions vary from blasting away enemy installations to rescuing stranded scientists.



(Left) "Good evening Mr. Krellan – what can I get you?"
"Errh – I'll have a McHuman burger and a diet cola please."
"Do you want fries with that?"
"No thanks – you won't catch me eating that crap!"



campaigns and 30 missions – time to buy a CD-ROM drive!) and a range of practice missions to help you get familiar with the ship. The missions vary in terms of terrain and what you have to do (i.e. Reconnaissance/Seek and destroy), and you could either find yourself thundering down the valleys in pursuit of an enemy vehicle in your super-tank, or skimming over lakes and mountain tops in your nifty little space craft, knocking out enemy installations as you go, depending on your brief.

You control your craft via a joystick or mouse. With a joystick it's a rather simple affair, whilst with the mouse it's slightly more difficult, though you can at least adjust the sensitivity during the game, which is a nice touch.

Your main view is from the front of your vehicle/craft and you can also alter the view (as always) to look behind you as well as to the left and right. (I've always thought that this was just a tad pointless really.) In-game movement is very fluid and smooth, whilst the real-time landscaping is an absolute joy to watch (you can switch the detail off if you've got a slower spec. machine so that gameplay isn't affected). All the objects are animated and well drawn giving the game a very intense feel – factories gush smoke, machinery grinds and stranded scientists plead for help.



(Left) The Krellans seem to be keen gardeners. Not content with breeding us and eating us, they start landscaping our bleedin' planet with some super laser!

Mission: Quite Plausible

Undoubtedly the best thing about *Retribution* is the way in which the plot relates to your missions. For instance, you discover that the Krellans have developed a new weapon that can skim the tops off mountains making it more difficult for your secret bases to hide and defend themselves. You must seek out this super weapon, destroy it and then get back to base without getting blasted. However, it's a tad more complicated than that – instead of simply flying to a set position, you have to trace where the machine has been (by following all of the mountains which have had their tops lopped off on your map), think about the best way in which to attack it and then chance your luck and take the beastly weapon out as best you can.

What's more, whilst you're attacking the thing, you can actually see it burning its way into the mountains as the terrain around you continually changes, giving the game a very intense and atmospheric sense of urgency as you fight to save your people. Consequently, there's quite a bit of strategy in there to be bitten off and chewed over – this is not just another *Star Wars*-clone shoot 'em up. This game has depth, an easy to control interface and it looks good too.

To sum it up, *Retribution* looks like being a very slick, playable and visual feast of a game that will have fans of this genre absolutely salivating over their keyboards in barely controllable anticipation. If this is a sign of things to come from the new Gremlin (errh... Interactive) then whoopeedo! Welcome to the new and exciting world of PC games proper!





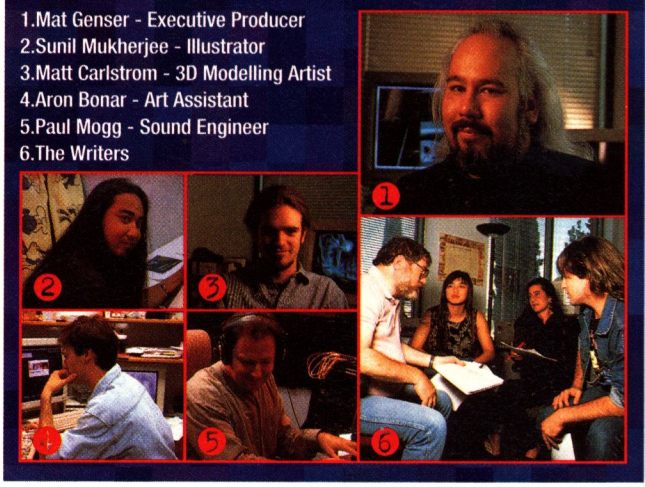
(Left) You get to control a super tank or space ship, depending on the mission. Simply target the enemy, wait until he's in your sights and FIRE!

Star Trek: The Next Generation "A Final Unity"

PUBLISHER: Spectrum Holobyte/MicroProse	PRICE: Tba
TELEPHONE: 0454 326532	RELEASE DATE: Dec/Feb

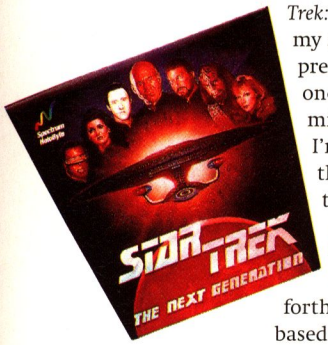
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6.The Writers



...In which Paul Presley travels to the furthest reaches of the galaxy and Bristol Temple Meads.

HEAVEN. I'm in Heaven." Or to be more precise, I'm in Chipping Sodbury. Now I know that in any normal sense the words "Chipping Sodbury" and "Heaven" don't belong on the same page, let alone the same sentence, but today this small market village just north of Bristol couldn't be closer to paradise if it was surrounded by palm trees and was populated by harp-playing angels. Chipping Sodbury, you see, is home to MicroProse, and MicroProse is the British home to Spectrum Holobyte, and Spectrum Holobyte is home to the *Star Trek: The Next Generation CD-ROM*, and I, for my sins, am a Trekkie (or Trekker, if you prefer, but personally I don't. I've never once put on a pair of fake ears). So as you might imagine, I'm fairly excited, since I'm about to go behind the scenes at the making of the *Star Trek* episode that didn't make it to TV.



Angst and techno-babble

Actually, no. Spectrum Holobyte's forthcoming *...A Final Unity* is apparently based on an original story idea that was all set to be filmed as an actual episode of the long-running space opera, but was dropped at the last minute. A pity because it sounds like it would have made quite a good yarn.

The Enterprise chances upon an unknown alien craft being chased across the Neutral Zone by several Garidian Warbirds (the Garidians being just another bunch of alien bad guys that we, the viewers, hadn't heard of until now). Picard and the crew rescue the alien who reveals that there is a major new weapon in the universe called The Unity Device and everybody from the Romulans to the Ferengi are looking for it. The Federation decide they want in on this galactic episode of Treasure Hunt and set off in search of a mythical Fifth Scroll that will provide the clues to its location.

You see, it's a good, old-fashioned race against time. No inter-character relationships. No Data trying to find his human side. No Beverley trying to work out her feelings towards Picard. Basically none of the moral plays that tend to bog down the action. It's full warp ahead, phasers blasting. Just the way it should be.

Renderama

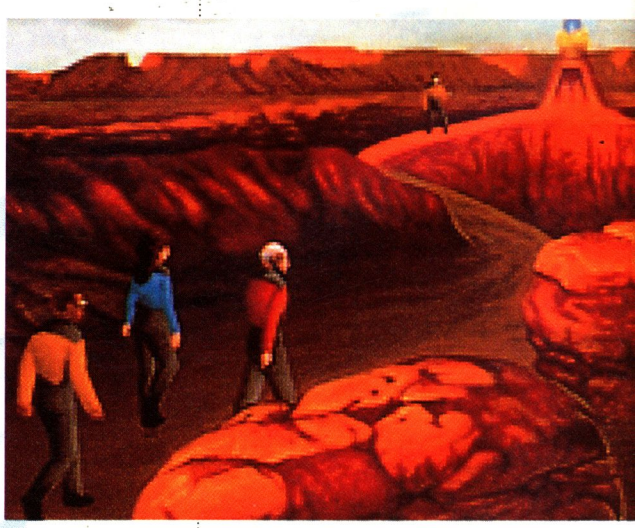
And jolly nice it's all looking, too. The main thing to take into account is that the finished game will probably come on two (count 'em) CDs. Now, we all remember how good *Under A Killing Moon* looked on its four shiny discs, don't we? *...A Final Unity* looks just as wonderful, and without full-motion video either. Just about everything you see in the game has been digitised from artwork and rendered in 3D until it looks like it's come straight out of an actual episode.

The intro sequence is in the traditional "Space, the final frontier..." mode, with all the graphics seen in the series, but without any video digitisation. All the in-game animations have been painstakingly drawn from scratch, and the only place that you'll find digitisation is on the main characters standing on the bridge.

What has been digitised (or rather sampled), however, is the speech. As is the norm with CD-ROM games these days, all the text in the game is accompanied by full speech. In this case it's been provided by the actual stars of the show. Picard, Riker, Worf and the rest of the Enterprise crew (otherwise known as Patrick Stewart, Jonathan Frakes, Michael Dorn etc.) have all contributed their vocal talents to the game in order to give it that essential authentic feel – Stewart and Dorn, of course, being no stranger to this voice-over malarkey, having already contributed them for the CD-ROM versions of *Lands of Lore* and *Gabriel Knight*, respectively.

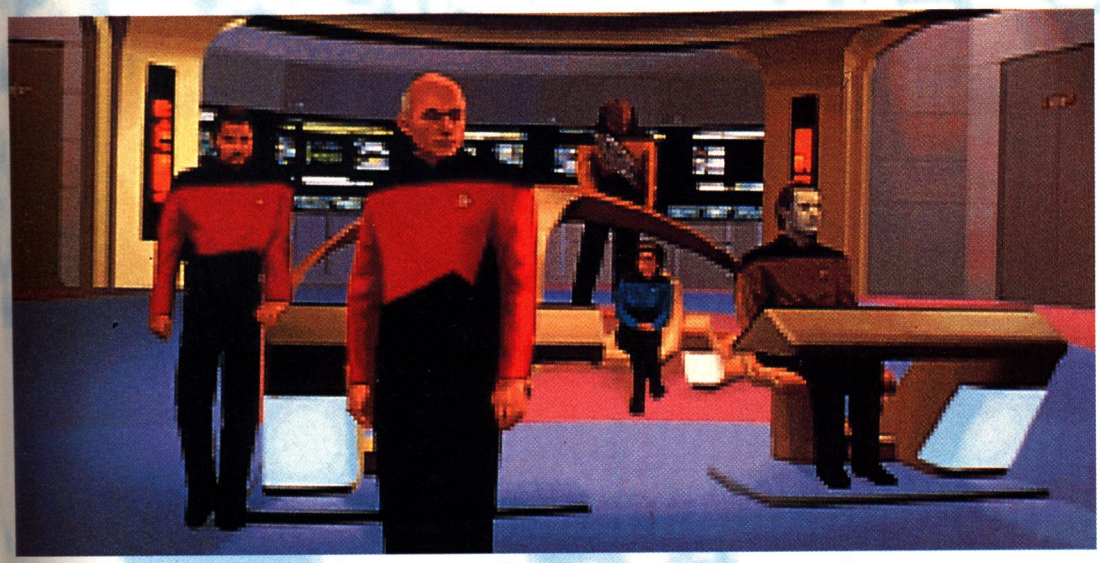
What's it like in... The Chair?

I know what you're thinking. You're thinking, "It's got brilliant graphics and real actors for sounds, it must play as well as the fat kid we always picked last for football at school." To be fair, I couldn't tell you. The version MicroProse let me take a peek at was very fragmented and not what you or I would call "playable" in any true sense of the word. What I can tell you is that despite being an adventure game at heart, you're not stuck on any kind of linear path. After all, you are in command of the Enterprise and if you want to take it to the farthest reaches of the Zanussi Quadrant and beam down to an uninhabited planet orbiting a moon made of blue



cheese, then you can. There are a thousand different stars to visit if you want to, all of which have different planets and moons orbiting them. If Spectrum Holobyte had included a trading aspect to the game, we could have been looking at *Elite III* here.

If you do decide to follow the game's pathways though, you essentially get two main sections. On board the ship you are limited to the main areas of operation seen in the show (Bridge, Engineering, Sickbay etc.), but each of these is pretty damn comprehensive in what you can do. For example, all the computer screens on the bridge can be accessed, and they all contain



a wealth of buttons to press and dials to switch. The ship's computer is constantly updating as you find out new information, and has a pretty hefty database of info to peruse when you start.

Beaming down to a planet takes you into the main adventure game where you get full control over the characters and the more familiar side-on view of the surroundings and . It's similar to the *Star Trek: 25th Anniversary* adventures, but with more detail than Interplay's efforts could ever hope of achieving.

The next Next Generation

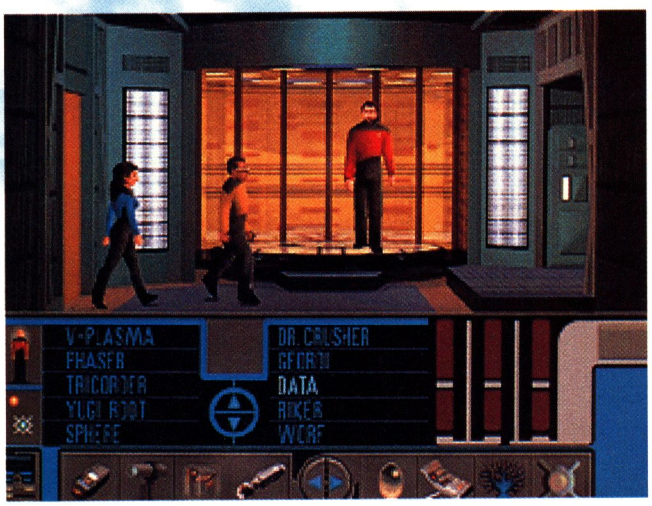
Obviously, being an adventure game, eventually you'll finish it and when that happens you'll probably be screaming for more.



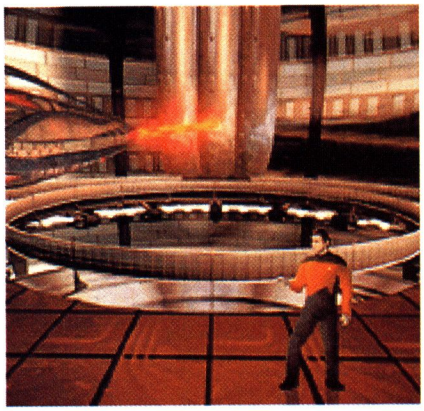
Well, apart from the 3DO version (which is an entirely different game – just a slightly similar interface), you'll be pleased to know that Spectrum Holobyte signed a five-year agreement with Paramount to produce Star Trek games and related paraphernalia, and it's almost certain that we'll see other adventures using this system.

As well as a tie-in with the forthcoming *Generation*'s film (due for release next February), there was also talk of a *Star Trek* action game, but that is still a long way off, and what form it's likely to take is anyone's guess (although I'll be happy to take bets on a *Dark Forces*/*Doom*-style affair).

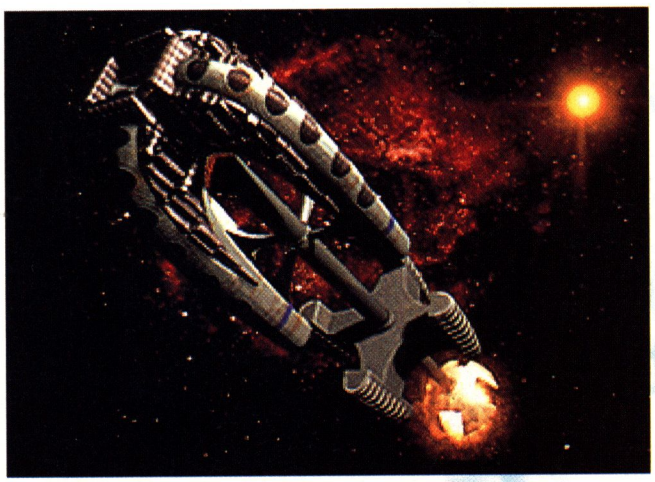
For now I'll be happy to make do with what I've seen to date. A game that looks like it'll easily live up to, not to mention put to shame, the hype it's managed to generate so far. Hopefully we'll see it just as the seventh and final season comes to an end on Sky, giving us something to do with, what will surely become, empty lives after that. (So I'm sad, give me a break will ya?)



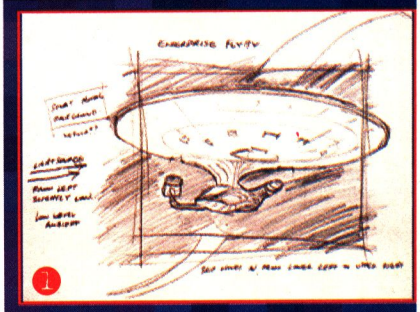
(Top) All the computer panels seen on the bridge can be activated, covering everything from navigation to weapon control. You can even take a 3D (non-interactive) tour of the bridge.



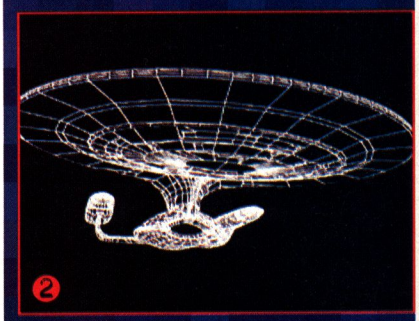
(Above) Beaming down to a planet enters the graphic adventure side of the game. You have a free choice as to who beams down and with what. Except for Weasley. Who isn't in the game. At all (grin).



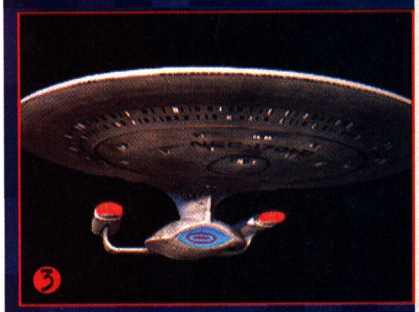
Build Your Own Starship



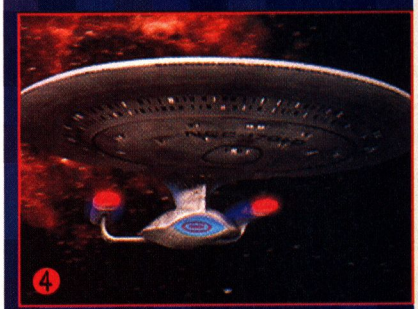
[1] Each of the spacecraft seen in the game goes through four phases before it appears on your screen. Here we see the initial sketch for the Enterprise.



[2] Next the image is digitised by Matt Carlstom and a wireframe image is produced.



[3] After the wireframe is checked for structural integrity, the computer begins rendering the ship.



[4] And finally the image is placed into the appropriate animation sequence while the backdrops are added.

(Left) Plenty of animated sequences litter the game, all using superbly rendered images such as this. There will be over 30 in the finished game.

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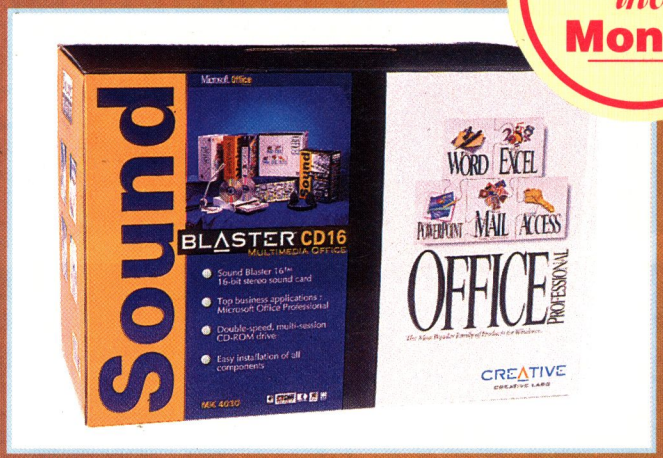
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Games reviews are what *PC ZONE* is all about, and over the next 100 or so pages you'll find loads! All games receive an overall mark out of 100 and are scored according to the following guidelines:

90+ (PCZONE Classic)

Highly-original idea, expertly executed, utterly flawless in all departments and oozing long-term playability.

80-89 (PCZONE Recommended)

High degree of originality and extremely well executed in all but one department.

70-79

Strong idea and well executed, though not necessarily very original. Weaknesses do not impair playability and it has a reasonably long life.

60-69

Adequate. Games falling into the "If you like this style of game you'll like this, if not you won't" category.

50-59

Seen it all before. Take it or leave it. Not a terrible game, but definately not exactly fab either.

40-49

Dodgy but playable (probably only once).

39 & Below

Seriously weak – avoid at all costs!

Specs Box

Check out the Specs Box for a guideline as to what memory, graphic and sound support you will need to run the game, and if you're still not sure what we're on about the In Perspective box should give you an idea as to how the game compares with others of its genre.

WHAT'S IN OUR DISK CADDIES?

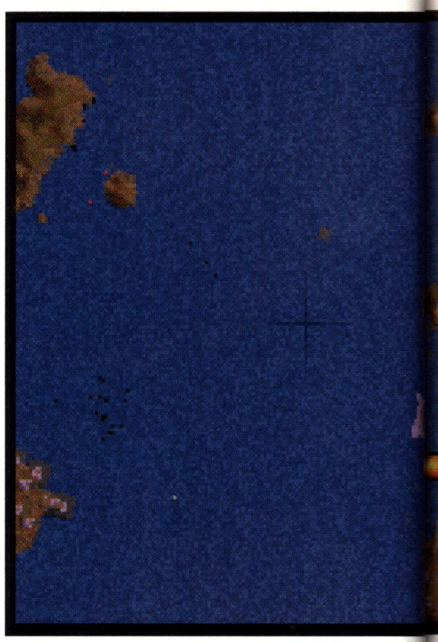
Some PC games get played, others get nicked, some get binned. Here's what's on our hardrives/in our disk caddies this month:

- System Shock
- Magic Carpet
- Ecstatica
- Little Big Adventure
- Doom II

60 MAGIC CARPET
71 SPACE SIMULATOR
75 DREAMWEB
78 LITTLE BIG ADVENTURE
87 FIFA CD
90 PROJECT X
92 ECSTATICA
99 DAWN PATROL
102 TOTAL CARNAGE
104 TRANSPORT TYCOON
110 ALONE IN THE DARK II
115 RISE OF THE ROBOTS
118 STAR CRUSADER

PC ZONE CLASSIC

MAGIC CARPET











So old and sad that he now spends much of his time queuing at Queensway sales, Paul Lakin takes time out of his World of Home furnishings to cast a glance at the much vaunted *Magic Carpet* from Bullfrog.

AND LO' it came to pass in times long past (about a year ago) that the one they called Duncan of the tribe of MacDonald did journey to the land of Bullfrog in the realm of Guildford (or somesuch nowhere). And he did meet the wise and mighty one, Molyneux of that name. And it did come to pass that there was much burning of tobacco for they were both of the smoking persuasion. Through a Silk Cut haze they did speak a little of the game known as *Theme Park* (For 'twas that the Mac they called Donald had come to see.), but Molyneux had more knowledge than any in the universe and did say "Come, see, worship," and did lead the Duncan to a screen where a landscape was scrolling at a fair old rate of knots.

"That's smart" said the Duncan, for he was oft one to flatter, especially in the presence of the Molyneux.

"Yes I know" said the Molyneux "but I'm not sure what to do with it yet. I'll probably end up doing a flight sim."

And lo' the audience was over and the Donald of Mac did return to the offices of *PC Zone* and verily did he rave of what he had seen. So we did sit

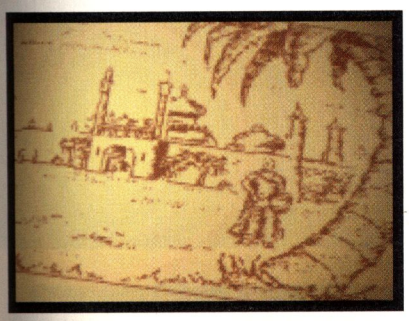




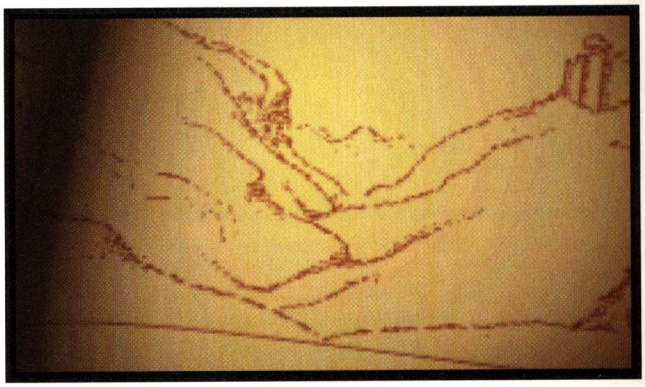
(Left) There are all sorts of spells to play with, from pathetic little fireballs to full-scale thermonuclear bits of rock.

(Below) The castles are where the important stuff happens...wipe out an opponents home and he's stuffed.









Electronic Arts and speak to them of the wondrous things the great Molyneux one had unveiled.

"Oh bugger," they didsay "He wasn't supposed to show you that."

That's enough padding (Ed.)

So there you have it. Peter Molyneux at Bullfrog had a great routine (though nothing to the one he does with the feather duster, chain saw and packet of smarties...), but he wasn't sure what to do with it. A flight simulation seemed the obvious choice but then, when were Bullfrog ever obvious? So we get *Magic Carpet*, an aerial shoot 'em up with pyjamas.

The scenario is so notional it's barely worth the intro sequence it's related in (though the intro sequence itself is dead smart). Basically, and it is pretty basic, your world was in quite a bad way after years of fighting. Your master, a wizard, proceeded to really put a spanner in the works by producing a spell so powerful that it destroyed both him and most of the planet.

The job of restoring order falls to you, and you, of course, welcome it with open arms and a steady jaw. (Well it's either that or fart about whistling the Sorcerer's Apprentice for the rest of your life.)

In the great tradition of the Metropolitan Police, your method of restoring order is to charge around destroying everything in sight. The slight difference is that the Met don't fly around on Magic Carpets firing thunderbolts at everything that moves (Though just give it time...).

The aim of each level is to gather a certain amount of the manna which is dropped by some of the creatures you destroy. (If I was a halfway decent writer I would now make some clever pun about this being the manna by which you restore order, but I'm not so I won't.) By gathering sufficient quantities of this manna and returning it to your castle, which you prepared earlier, you complete the level. Ah, but wait, there's more to it than that. Not much more mind you, but more nonetheless.

Inspiral Carpets

At the start of each level you are confronted with a first-person perspective view of a world populated by a range of creatures ☞

Oh No It's An Anno

Overview: A top-down map of the immediate area, enemies show up as black dots and the whole thing rotates around to show you where you're going. The map itself is also transparent, and whilst this isn't tht useful...it looks really flash.

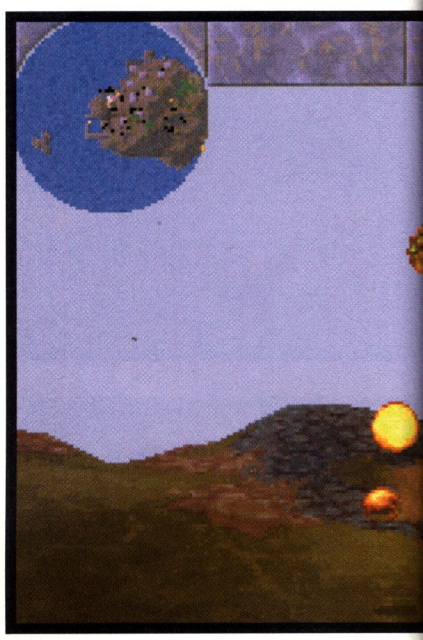
Your castle(s): The number in the top left is the number of castles you own. The top bar shows the castle's health (?!), the bottom is the amount of manna you have stored in it. If the castle is under attack this section of screen starts to flash.

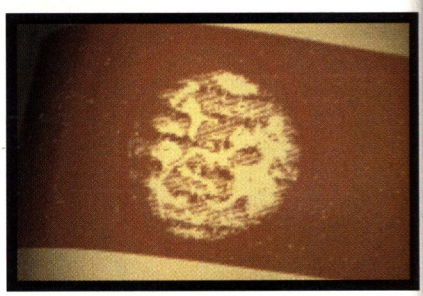
Your balloons: (You're not so normal yourself, ho, ho). All of the numbers and bars are the same as with the castle icon. This section also flashes if the balloon is under attack from the pyjama clad enemy chaps or anything else.

You: Same as above, though the flashing, when under attack, is usually fairly redundant since the sight of a fireball hurtling towards you is often something of a give-away. The icon looks dynamic anyway doesn't it?

Magic: The icons here show which spells are loaded up to the left and right mouse buttons respectively. Very often though things are going so fast you haven't got a clue what's going on. Clicking both buttons together lets you select the spells.







☞ with a variety of leg-to-head ratios, but one thing in common – they all hate you. (So what's new? Sigh.) Initially you have no reply to the slings and arrows that they hurl at you, but as you fly around the land you'll be able to collect a variety of spells. These spells range from the basic fire ball to some spectacular, ground splitting, volcano creating spells, usually restricted to people whose name begins with G and ends with od.

Flying around the screen is initially a tad unnerving. Pitch, tilt and direction is controlled by the mouse, while the cursor keys control speed and left/right movement. For me this meant a lot of time spent crashing into hills or getting stuck behind walls. However, it soon became pretty intuitive. (Can something become intuitive?). Besides, your central nervous system may not have been destroyed by years of Talisker abuse, in which case you'll probably pick it up straight away.

Once you've mastered the flying bit it's time to set off in search of magic. Not Black Magic, which can be found down the local newsies, but violent magic, which can usually be found in pots that are lying around beside standing stones. Once you've gained a spell, you can assign a numeric key to it. Pressing that key will then make that your active spell. Pressing the left or right mouse button will then send this particular brand of oblivion hurtling towards any monster, castle or innocent blade of grass that takes your fancy. (Not all the spells are destructive but most of them are.) Right, now it's time to kill something.

> "...the other players also attack your castle, your balloons and, of course, poor old you."

Bad mannas

On torching, blasting and generally exterminating a foul fiend, it will then give up manna in the form of one or more golden balls. Provided you have the correct spell (and if you don't, you might as well quit the level there and then) you convert the manna to your colour. It can now be collected by the balloon.

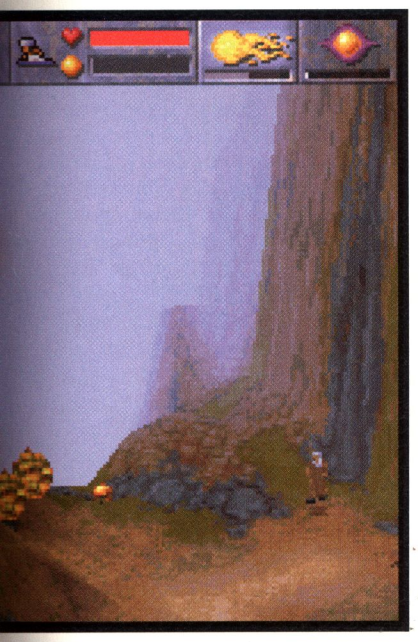
Balloon?

Er... yes. With each castle you build you get a balloon. Don't ask me why, you just do, okay? This balloon sort of floats (as balloons do) over the walls (and indeed crenallations) of your castle. Every now and again it sets off around the map collecting all the manna that's in your colour. This might not be quite as much as you are expecting because (cue spooky music) *you are not alone*. There are other wizards, equally challenged in the trouser department and equally eccentric in their choice of transport. These wizards may be computer or, if you play the game over a network, human controlled. (Though most of the people I've ever played games over a network with would struggle to be classed as human.) The moment your back is turned these guys will whip in, turn the manna to their colour and send out their balloons to gather it up, and before you know where you are all of your hard work has gone down the drain (or into the balloon to be more precise).

As well as half inching the fruit of your labours, the other players also attack your

(Right) And here we are at chez moi...an idyllic little townhouse in the heart of the more salubrious area of town.





(Below) The water looks absolutely brilliant...it's big, blue and wobbly and looks about the closest to the real thing ever in a computer game.





Now that's magic!


Fireball: The Lee Enfield .303 of the magic world. A basic spell that uses up little energy but is reassuringly accurate.


Possession: The spell by which you claim possession over all that lovely manna.


Speedup: A brief turbo boost making your carpet as fast as a piece of lino.


Castle: The magicians equivalent of a Home-start Mortgage from the Halifax. Builds those oh-so-important castles in which you store your manna and souvenirs from Blackpool.


Heal: Of course it's not a heel, it's a heart and it restores your health with a speed previously reserved for Iron Bru.


Shield: Reduces the affect of spells cast against you by the great unwashed that are your opponents.


Invisibility:...Er... invisibility. (*Very succinct. Ed.*)


Earthquake: An absolute cracker (ho ho) splits earth apart as if it wasn't there. Watch with glee as peoples' homes are rent asunder and they are cast into the sea.


Crater: A slightly more boring version of the above. Creates a huge hole.


Meteor: My fave. Launches an awe inspiring fireball which turns the screen into a wall of flame. Particularly satisfying when used against something small and harmless.


Volcano: Install a unique feature in your opponent's front room. All the neighbours will talk about it, until they are burnt to death in floods of burning lava, that is.


Skeleton Army: A rapid recruitment policy on a skeleton army 16 strong. Great for destroying opponents' castles. Unfortunately, they're equally adept at trashing yours.

By Any Manna of Means

Bullfrog seem to have quite a thing about manna. So what is it? Well, in Bullfrog games it's usually a source of power or energy. In the Bible it is the food that God gave to the Israelites to feed them during their 40 years in the desert. However, in *The Manna Machine*, Rodney Dale and George Sassoon claimed that the biblical text could be interpreted as a description of a nuclear-powered food production unit and that it was this that had fed the Israelites. They built a model of this machine, based on their interpretation of the text, and claimed that it had probably been left behind by aliens who had visited earth centuries before. This is very interesting. Rodney Dale used to be my next door neighbour. This is not very interesting.





(Above) The balloons are vitally important 'cause they collect the all important manna balls.

castle, your balloons and, of course, poor old you. Dogfighting these guys is a nightmare since, despite all your magic, you've still failed to invent radar, and besides, even if you can see them, they're an absoloute bugger to kill.

Simple minds

Hmm... I'm not sure that I've made a very good job of explaining this game, which is rather annoying because one of my criticisms is of its simplicity. The game looks great, particularly if you have all the shadows and reflections turned on. The way the castle walls become more scarred is smart, better still are the sploshes when one of your shots hits the water. Ahh, the water, it undulates in such a sort of undulating way that I felt horribly sea sick by the end of one level. On a 486 66MHz the game simply whizzed along, smoother than a Rupert Grant. It's supposed to run pretty smoothly on a 33MHz, but I didn't have one to test it on. It was certainly very clunky on a 25MMHz machine, but to be fair it's not recommended for those, and you can improve things by turning the detail down.

> "Ahh, the water, it undulates in such a sort of undulating way that I felt horribly sea sick..."

So, the game looks and moves like a dream. (Yes I know there's a remark crying out to be made here, but we don't all read *Loaded*.) The whole thing is put together with the sort of professionalism and style that one usually expects only of the top US teams such as LucasArts. And it's certainly very playable. Look, half of me wants to give it a whopping great score. But... it's just a bit basic. Of course there is a strategy/puzzle element on the later levels (and there are c. 50 of them) as you try to devise a plan to nobble the other players.

I imagine it must be great as a network game, provided you don't mind losing all your friends. But... oh I dunno, maybe it's just that Bullfrog are becoming victims of their own reputation. If anyone else had produced this game I'd have probably said "wow, what an excellent, fast, smooth and imaginative shoot 'em up, I'll give it 100 per cent" Because it's Bullfrog I want more than that. Perhaps, also, they're victims of their own imagination. They've avoided the obvious flight sim and gone for something a bit different. Problem is, I found myself thinking "I'm not really into this magic carpet stuff, it's a bit poncey". I was actually wishing that they had done an arcadey flight sim instead. Maybe I've just got something against pyjamas. (As the result of a strict upbringing I only ever sleep in a Victorian Bee-Keeping outfit.)

Oh dear, oh dear. Even as I write this I'm dithering over the score. It's good, it's very good, but is it "Bullfrog Brilliant". I think I'll go and have a cup of coffee while I think about it. I'll see you at the verdict.

A Populous Shoot 'em-up

In last month's Blueprint of *Magic Carpet* (See, I do read the magazine.) Peter Molyneux mentioned how pissed off he gets with people who think of Bullfrog as "the people who did *Populous*". Fair enough, there's a lot more to them than that. I prefer *Syndicate* to *Populous* anyway. However, I defy anyone to play this game and not be substantially reminded of that classic *God* sim. For starters there's the manna, then there's the use of earthquakes and other natural disasters to destroy your enemy's home. You build castles while trying to destroy his and collect manna like crazy. It all sounds a bit familiar, doesn't it?

Generally, there's nothing wrong with all of this – writers, composers and directors often use the same ideas (or in Michael Winner's case – idea) in more than one project, so why shouldn't game designers? I'll tell you why they shouldn't. Because before we know where we are you'll start getting games reviews along the lines of "Once again Peter Molyneux explores the theme of the power and feeding and the power to feed. Blending Biblical imagery with Malthusian pessimism." And once we start to get that sort of bollocks we might as well shut up shop and go back to pinball, that's why they shouldn't.



An excellent shoot 'em up, that looks really fab and groovy.

Minimum Memory: 4Mb RAM

Minimum Processor: 486/33, 486/50 recommended

Hard Disk Space Required: 2Mb

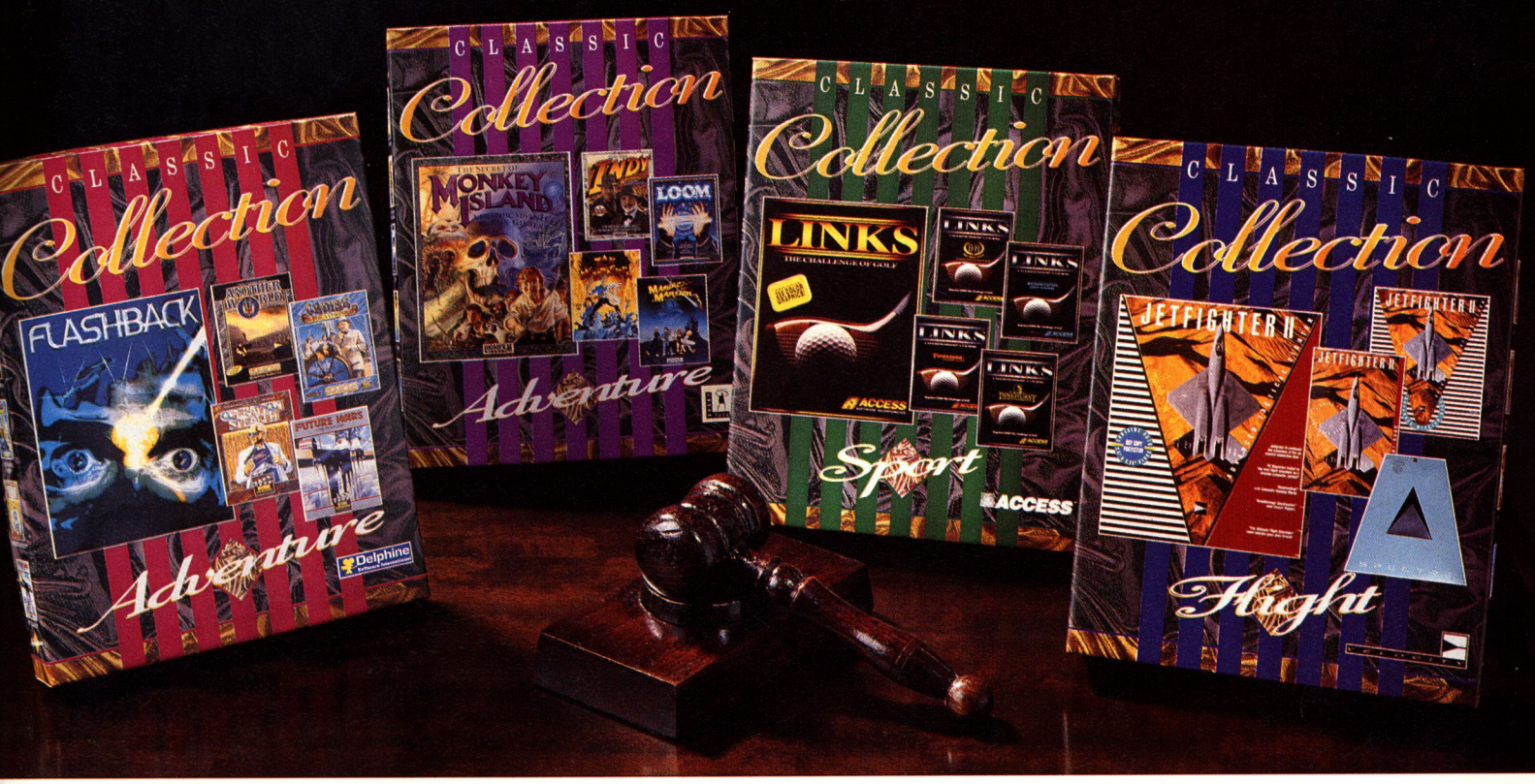
Graphics Modes Supported: MCGA Hi-Res 256 colours, 64,000 colour mode if available

Sound Cards Supported: All, including AWE 32

Controls: Mouse/keyboard, VFX 1, digital and analogue joysticks

Price: £44.99 **Release Date:** November
Publisher: Bullfrog **Tel:** 0753 546465

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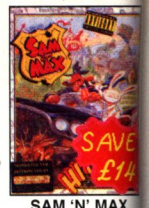
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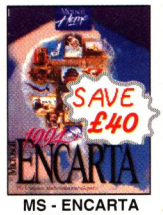
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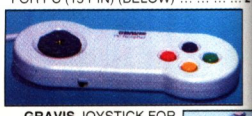


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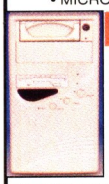


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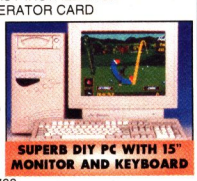
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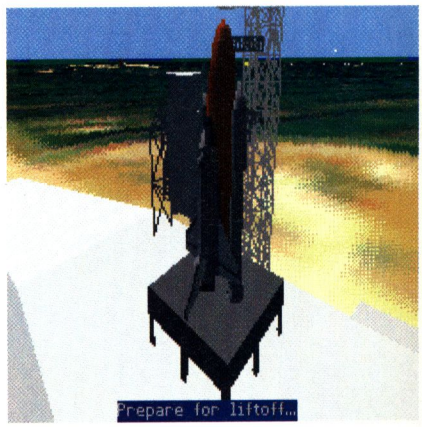
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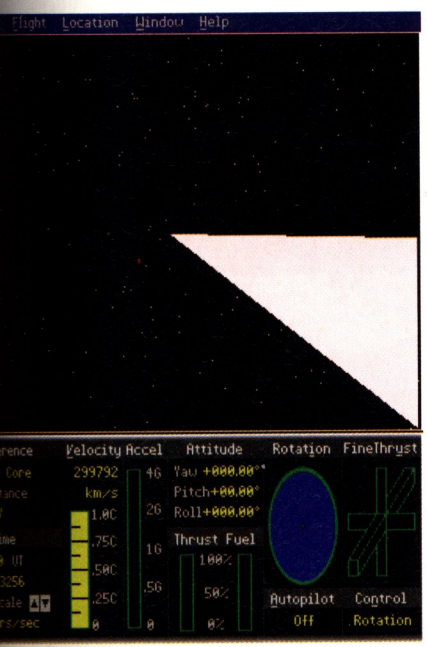
SPACE SIMULATOR



The Space Shuttle gets the builders in to fit the double-glazing.

Patrick McCarthy's agoraphobia encouraged us to shut him in a darkened room with *Space Simulator*, then force him to look at all that wide, empty space.

MICROSOFT HAVE already provided the anorak-clad legions of the world with something to get their furry teeth into with *Flight Simulator*, in which the truly friendless can spend days of their life flying, in real time, in a light aircraft from New York to San Francisco. Now they've



gone one step further and made *Space Simulator*, in which the anorak par excellence – let's call him "the snorkel jacket" – can spend eight months of his life flying, in real time, in a pretend space cruiser from Earth to Mars. Or if he's particularly keen, 450,000 years of his life flying to the core of the galaxy. (Assuming, that is, he's bought a reliable computer and got plenty of Pot Noodles in, of course.)

With *Flight Simulator*, there is a very good reason (or excuse, if you prefer) for spending so long in a small room on your own, pretending to fly a plane, and that's the well-known one; that you can actually use the software to learn to fly a proper plane. Hours in the simulated air, as long as you do it in accordance with certain rules, can be counted towards the qualifications that you need to gain a real-life pilot's licence. (With the added bonus that if you crash into the conning tower, the magic of the reboot ensures that no-one will ever know.) Even if you don't use it in the official way, the flight models of the planes are so accurate that you'll still have a bit of a head-start when it comes to learning in real life – as indeed Duncan, our very own von Richthoven, proved by trying that very thing. And he's still here to testify to its effectiveness, with all his lower limbs intact to boot.

> "The variety of ships is largely negated by the fact that they handle identically..."

Which is more than you can say for one or two real-life so-called "pilots".

Like *Flight Simulator (FS)*, *Space Simulator* (SS) can't lay claims to being a game, but unlike *FS*, you can hardly claim that several years stuck in front of a monitor with *SS* will prepare you in any way for a top job as an astronaut. Especially as there doesn't seem to be any plans on Microsoft's part to release dedicated hardware add-ons. We've had nary a word about personal versions of those high-speed centrifugal things that test what you do under extreme G-force – black out, vomit into your hair, or lose it completely and start singing the theme tune from *Randall and Hopkirk Deceased*

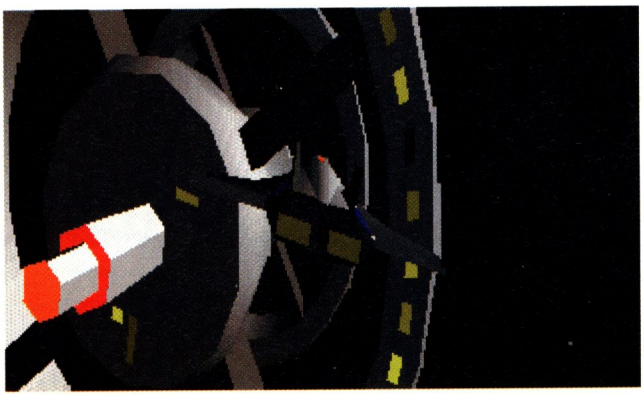


(Above) Look at the struts on that.



(Above) Look at the armmy, leggy thingys on that.





(complete with hand movements). And without those, how will your astronaut training be complete?

So, *Space Simulator* isn't really a game, because there aren't really any overall objectives. And it can't really be called a simulator because most of the things it's trying to simulate aren't actually possible at the moment. So what is it? What do you get for your money?

What you get

What you get is a wide variety of pre-set scenarios (or "situations", as they like to call them), and a variety of spacecraft appropriate to a certain situation. Some of the things to do are based on real-life, like landing a space shuttle, while others are fictional, like "hot-dogging" a spacecraft through the spokes of a rotating space station. Don't get excited, this isn't *Stunt Island*: even this scenario – which is far and away the paciest – will hardly test your reflexes, given that the thing is all set up and the spacecraft performs the trick without you. And if you used the video facility to record a mission to show to your friends, they'd beat you to death in protest.

Unfortunately, the variety of ships is largely negated by the fact that they handle

IN PERSPECTIVE

There's nothing that exactly corresponds to *Space Simulator*. *RedShift* is the definitive astronomy software package; *Elite II* combines accurately-mapped star systems with something to do; *Star Control II* is just a good laugh.

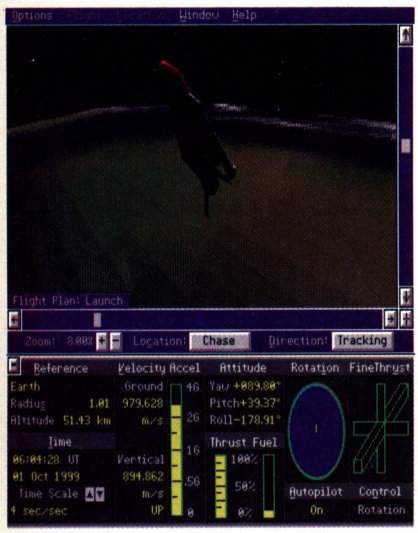
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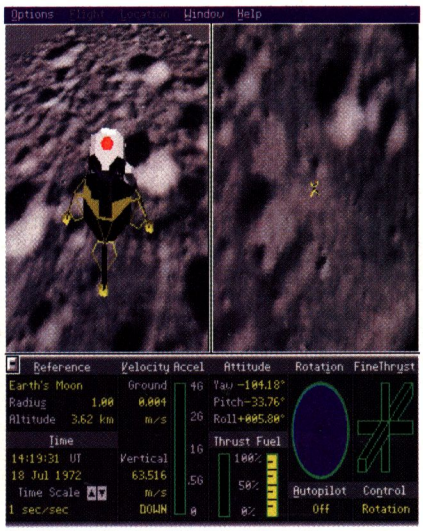
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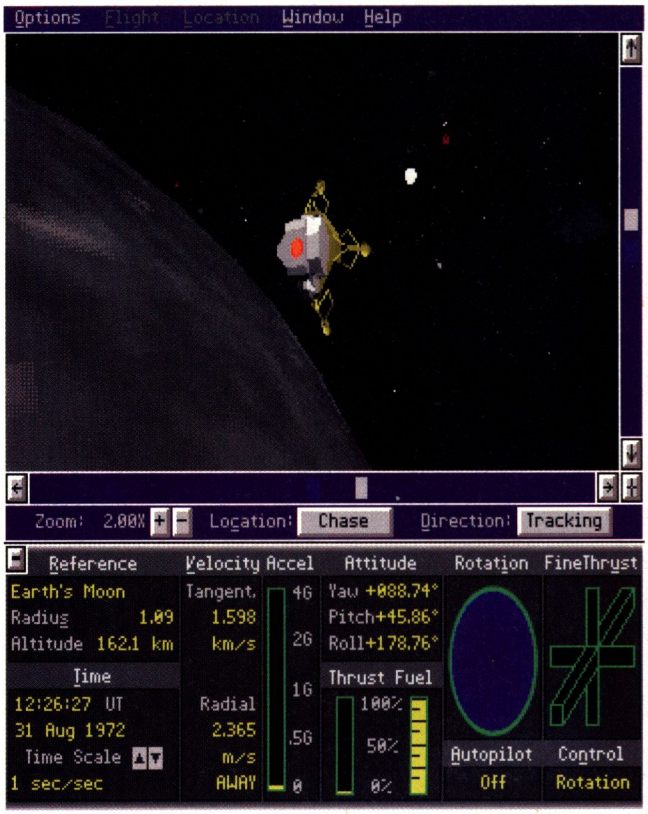
Star Control

Space Simulator

Space Simulator

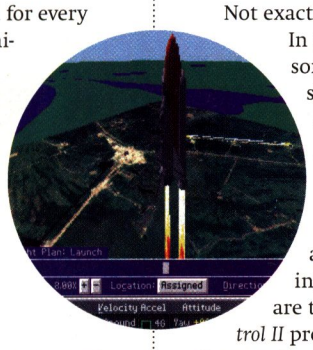






identically, whether it's an intergalactic explorer or a one-man jetpack. They are also windscreenless which means your view is without a frame: the view is transparent and so vision is totally unimpaired, which may be fine for gazing at bitmapped planets, but does little for the ambience of the thing. In fact, the only way to see your ship is to use external views. And when you do, I'm afraid you'll be disappointed: it's dull, polygon city.

The same controls are used for every ship: a set of blasters and mini-blasters that are accurate in terms of physics, but are a little fiddley to use. There's a handy list of autopilot manoeuvres that you can select for when you need to perform little tricks with which to impress any watching space chicks.



What you also get

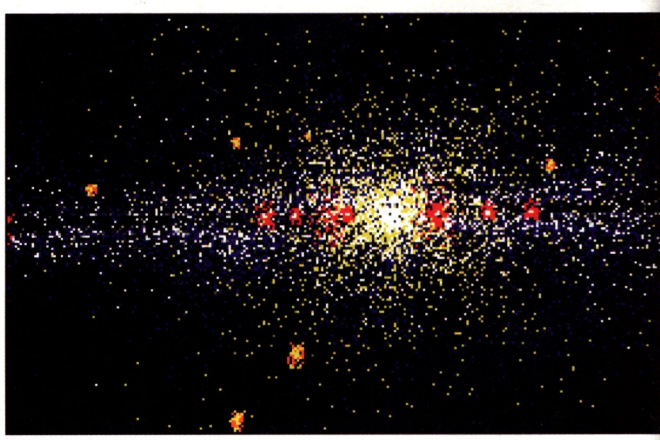
The other thing you get is the opportunity to blast off to distant galaxies. Both real and imaginary solar systems have been included. The imaginary ones are generated at random when you first load the game, so there's always the chance that you'll get lucky and come across a planet where the natives need to be taught the meaning of love. Actually, there aren't any natives. There's nobody else around. Just endless, randomly generated planets. Oh yes, all very pretty, but ultimately rather dull.

And it's all very well selecting areas of the universe and zooming-in the view to look at a bitmapped planet, but you can't get away from the fact that all you're actually looking at when you do so is a big, broken-up bitmap. Another problem with the bitmaps is that only certain areas have been "done". Choose to view the Crab Nebula, for example, and you'll see a bizarre, huge square bitmap plonked in the middle of space. Come in to land the space shuttle, and you'll see a huge bitmapped square of land surrounded by blank green nothing.

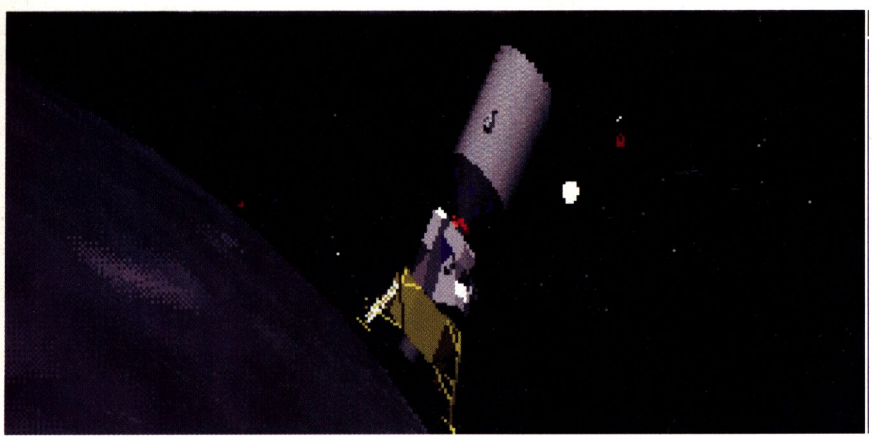
Not exactly inspiring.

In a way, *Space Simulator* falls some where between the two stools of serious astronomical software and space exploration game, and most people would prefer it to concentrate on one or the other and get it right. Let's face it, among the many entertaining space exploration games are two all-time classics: *Star Control II* provides lengthy exploration and RPG-style adventure with large doses of humour, while *Elite II* gives you an accurately-mapped galaxy, complete freedom and the chance to be a money-making mercenary to boot. As for serious star-gazing, the magnificent *RedShift* provides everything you could possibly wish for.

All in all, *Space Simulator* provides you with plenty of "situations" to fiddle around with, but it doesn't really alter the simple fact that flying around in space is essentially incredibly boring and, without the motivation of being wrapped up in some over-riding purpose, has little appeal. Z



(Top left) Shuttles don't come with headlights.
(Top middle) Crashing into the moon.
(Top right) A thing in space.
(Above) Space itself.



(Left) A space alien drinking from a big bottle of space cider.



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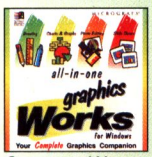
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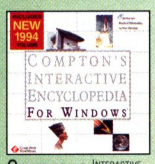
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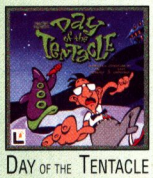
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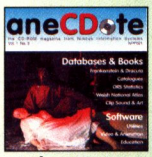
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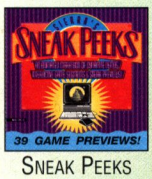
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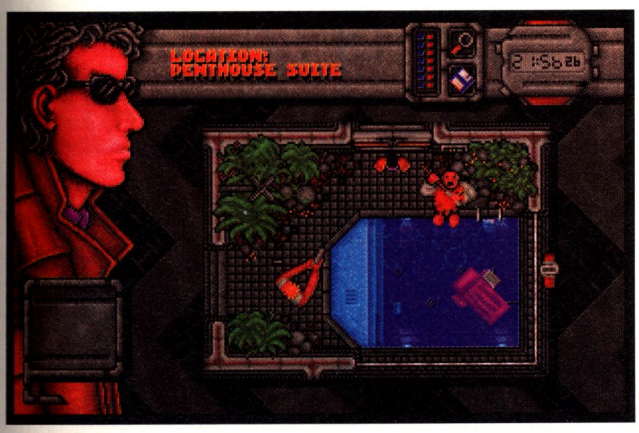


DREAMWEB

HAVE YOU EVER wanted to kill somebody? I mean, actually, really, *kill* somebody? God knows, I have. For example, every time I see Alan Titchmarsh on the television I start fantasising about how good it would feel to beat his head to a pulp with a ball peen hammer. You're probably the same yourself – unless, of course, you *are* Alan Titchmarsh, in which case you're probably feeling a little shaken up right now. Good. Go back to the gardening, Alan. Push up some daisies or something.

Anyway, if you've ever entertained any homicidal thoughts, then it's a good bet that *Dreamweb* will appeal rather strongly to you. It's a point-and-click adventure game affair that casts you as a young bloke named Ryan – barman by day, gibbering madman by night. Ryan's been suffering from some rather unpleasant recurring nightmares; not of the "finding yourself at work with no trousers on" variety, but altogether more surreal and disturbing ones, in which a man in a red gown tells you that you are no longer Ryan, you are now "The Executioner", and you have been chosen to slaughter the Seven Evil Ones who are trying to harness the power of the "Dreamweb" in order to destroy mankind. Try looking that one up in your so-called "Dream Dictionary", you New-Age goons.

That's the basic plot, then – you've got to make like a serial killer and bump off seven people, one by one, to restore order to the weird, ethereal *Dreamweb*, which allegedly influences our destiny. It's all a bit "Clive Barker", really.





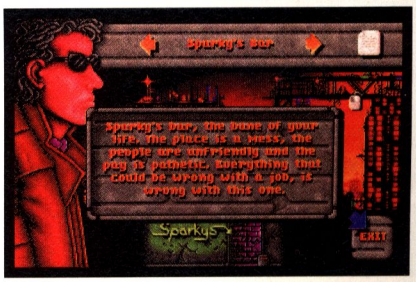


(Above, right and far right) There's plenty of blood and goo in the game... with enough big guns to keep even the most ardent psycho happy.

Look down on yourself

The first thing you notice about the game is the way that it's all viewed from overhead, in a *Super Kick-Off* kind of way. It's an unusual idea, and it works surprisingly well. Somehow it gives you the impression that all of the locations occupy a realistic space rather than being mere backdrops, making things all the more exciting when you're sneaking around trying to work out ways of knocking your would-be victims off. You don't have total freedom of movement: you can only walk towards objects which can be inspected, so there isn't too much aimless wandering involved.

It's all controlled via your trusty ol' mouse, and since some of the items at hand are extremely small i.e. a couple of pixels in size, you're provided with a small "zoomed-in" view in the bottom left window, for the purposes of close-up inspection. You can fiddle about with almost everything in sight – from your girlfriend's Feminax to the individual cigarettes in your pack of 20. This is all a bit pointless really; it's pretty obvious from the off which items are going to prove useful to you (such as the great big axe), and which aren't (the lone processed pea you find nestling on your carpet).



The "Grrrrr" bit

As you'd expect, you've got jumbo-sized pockets to keep everything in, and you'll spend plenty of time juggling items around – and it's around here that you start noticing how fiddly the control system can be. Here's an example from the very first location in the game.

Let's say that you want to change the CD in the CD player in your girlfriend's flat. You've got a CD in your hand and you're standing next to the hi-fi. You open the inventory and click on the CD. Then you click on the "USE" button. Up comes the message: "You'll have to find something to use it with first". Grrrrr. So you get out of the inventory screen and click on the Hi-Fi. Again, you hit the "USE" button. Now it tells you that you'll have to put a CD in it first. Double Grrrr. You try again, this time hitting the "OPEN" button. The CD tray opens. Up comes your inventory screen. You put in your CD. Hooray. Back to the Hi-Fi, click on "USE", and... oh. A message tells you that you'll have to find the remote control unit first. Which is on the other side of the room. And you'll have to pick it up and find a pocket to keep it in first. Triple Grrrr. Bearing in mind that things like this happen throughout the entire game, you soon begin to wonder whether it's the nightmares that are making Ryan want to kill people, or the fact that his whole environment is a monumental pain in the arse.

Still, you soon get accustomed to this "Jobsworth" style of object manipulation, and start getting into the game proper. Then things get very seedy, very quickly. This is a Good Thing.

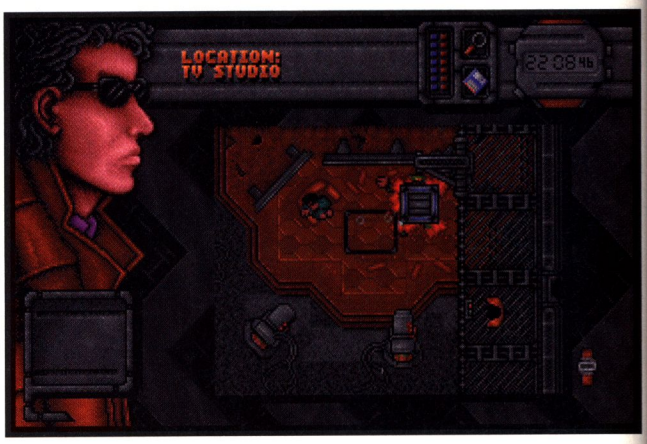
Dreamweb



(Left) The inventory... no RPG-type thingy should be without one. A daft looking bloke wearing shades is always handy as well.

(Right) Here it is... the scene everyone's talking about... the gratuitous rumpy-pumpy scene. Spectaculr isn't it?







(Above) The big blue wobbly thing of doom is of vital importance to the mystical Dreamweb thing.

Sleazy does it

Dreamweb is an "adult" game. It's not cute and fluffy in the slightest. There's lots of nasty violence, some drug references, an outrageously gratuitous sex scene (your first victim is getting his oats when you burst into his room), and a bit of mild swearing – so if you find the word "Shit" offensive, then close your eyes during the conversational sequences (if, on the other hand, you find shit itself offensive, then don't bother to read the scene-setting "Diary of a Madman" novella that comes with the game – it's chock-a-block with upsettingly corny lines).

Don't get me wrong. Sex, violence, drugs, and foul language – I welcome them all with open arms. Especially in adventure games. Anything, *anything* but Goblins and Orcs and Trolls. Clearly, Empire Interactive (the people behind this game) feel the same way. Three cheers for them. There will undoubtedly be a few uptight wusses who will be shocked by the explicit nature of the gore (axes in chests, arms flying off, chunks of gooey flesh dripping from walls etc.), but I'm sure the rest of you will lap it up. Figuratively speaking.

More significantly, it's good fun. Since each of the victims gets killed in a gory and "amusing" way (the goriness of which increases as you progress), you genuinely look forward to each encounter. Tracking down your victims and then nailing them is a pleasure. It's also pretty simple to get killed in a gory way yourself: unusually for a game of this type, there are a couple of sections where timing is essential if you want to avoid a hail of bullets in your back. Make sure you save your game whenever things start looking dangerous.

The graphics, if you ignore the rather crap portrait on the left of the screen, are neatly designed, and the animation (particularly the nasty bits, which seem to have been drawn with an unhealthy relish) is excellent. The sound effects are great, right down to the squelchy noise made by a chunk of bad guy hitting the floor. The music is superb – the best I've heard in a PC game for ages (although I do wish they'd sneaked in a quick burst of *Helter Skelter* during the murder scenes). Yes, it's all extremely atmospheric and creepy, brutal and involving.

It's also a piece of piss to complete.

Oh poo

I finished *Dreamweb* in two days. Not two days of solid play, but two days of casual attachment. Normally, I'm useless at point-and-click adventures (I never finished *Monkey Island 2*, for example), but I found *Dreamweb* a total walkover. The puzzles are far too simple: the few places you'll get stuck can usually be solved by either a) scouring the accompanying "novella" for clues, or b) about two minutes of mild thought. This all adds up to a confusing situation: *Dreamweb*'s low level of difficulty would make it ideal for younger players... if, that is, it wasn't bursting at the seams with graphic sex and violence. Hmmm.

It's a crying shame. It reminded me of an After Eight Mint – dark, delicious, and satisfyingly bad for you, but disposed of in seconds. I wanted more. Much more.

Hopefully, Empire will use the techniques, and the sheer attitude, that the company's employed here to more challenging effect in its next release.

Oh yes – one last (very important) point before I go. As far as I am aware, this is the first commercially available adventure game in which you actually get to see one of the character's willies, albeit only for a moment. Is this a first? Answers on a postcard please. PZ





SCORE

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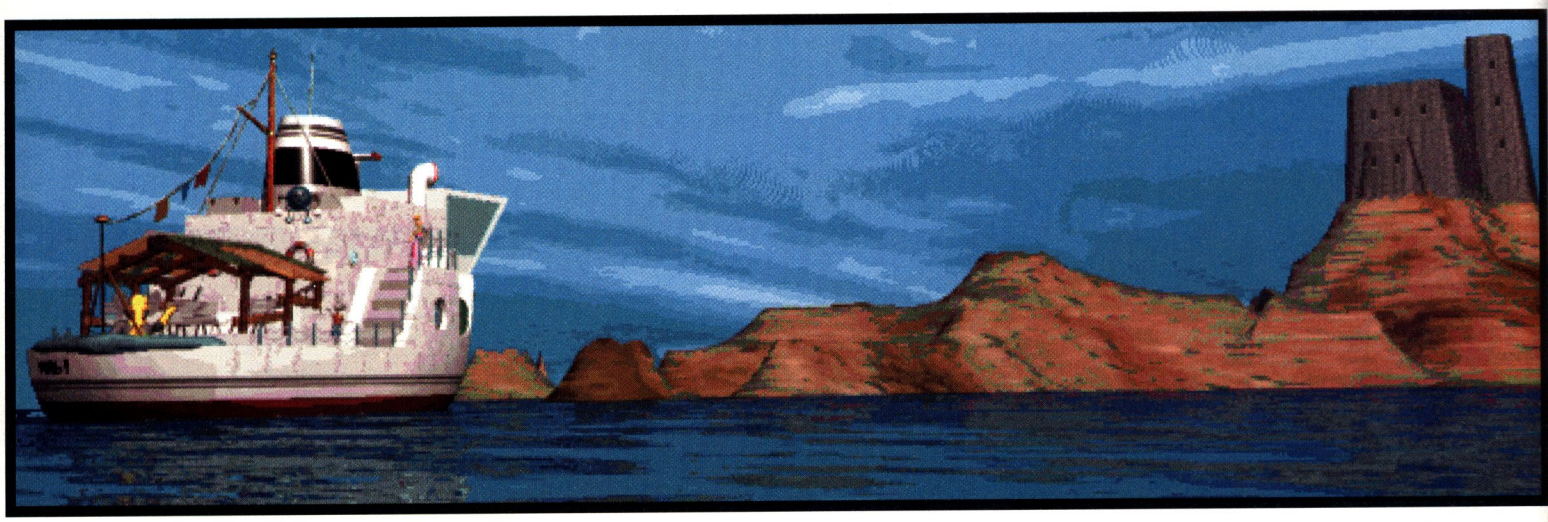
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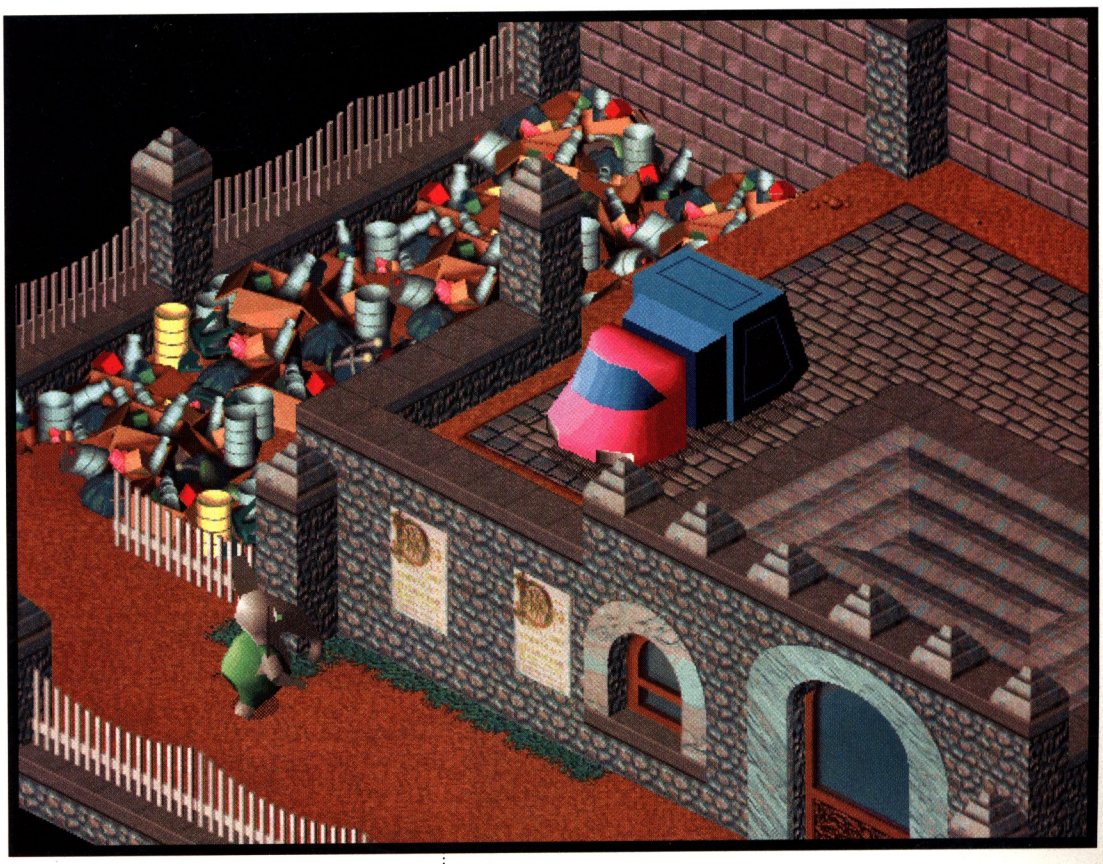
LITTLE BIG ADVENTURE

It's little, it's big and it's an adventure. But surely that's a bit of a contradiction in terms? Amaya Lopez thought it reason enough for an argument so she dived in headfirst.

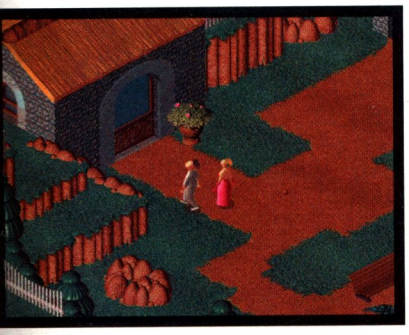


PC ZONE CLASSIC





(Below) Reunited and it feels so good... but little do Twinsen and Zoe realise they won't be making whoopie for much longer.



From the shores of la belle France comes the unusually named *Little Big Adventure*. But don't be put off by the title – this is not a "*Jackanory*" edutainment product or a Pee Wee Herman jaunt characterised by mechanical toys and a string of underage boys. It's the latest offering from Adeline Software, creators of the brilliant *Alone In The Dark* series. And it's on CD. Generally, we know what to expect from most CD games these days: a souped-up intro, some tantalising graphics and a smattering of finely tuned sound effects and speech – all of them aspiring to the "wow!" factor. Most of the time they make the grade, until you realise that somehow something seems to be missing... and then it finally hits you. The game. Where is it? Has it nodded off as a bored response to your continual "Ooohs!" and "Aaaahs!"? Or has it just gone round the pub. No. The fact is it hasn't scarpered anywhere because it was never there in the first place. You violently eject it from the CD drive and vow never to fall prey to the wonders of CD-ROM again. Unless... you happen to get hold of a copy of *Little Big Adventure*, that is. Then you'll be super-glueing the damn thing into your drive (so as not to have to share it).

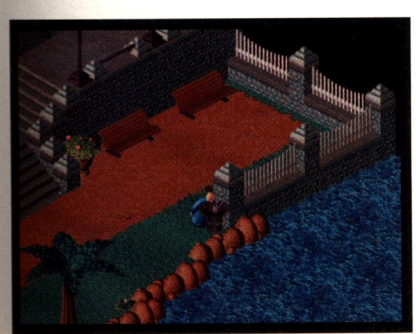
A legend speaks...

If you hadn't already guessed by now, this is an adventure title alright and it's BIG. VERY BIG. The action takes place over 12 mammoth chapters which house 40 different worlds. And each world is massive. So what's the story? Set in a futuristic age, *LBA* tells the tale of Twinsen, a member of the Quetch race. Only two other races inhabit the planet Twinson: the Grobos, which are like highly evolved elephants, and the Rabibunnies, essentially a breed of intelligent, streetwise rabbits. As a Quetch, Twinsen is the nearest thing to a human in the game, although his beautiful, ovoid face looks like it's been finely chiselled from a sideboard. For some inexplicable reason all three races managed to live in peace and harmony until the heinous Dr Funfrock reared his ugly head. Okay, so it's another ridiculous name, but I refuse to enter into a lengthy discourse about whether "weirdness" is a French national trait. Who knows he *may* even be into plunging party dresses, but one thing's for sure, Funfrock's been bad news since the word go. He seized power, created a police state and forced the inhabitants to relocate to the southern hemisphere of the planet.

"Twinsen's quest becomes double-edged: he must rescue Zoe and thwart that good-for-nothing, gown-loving doc."

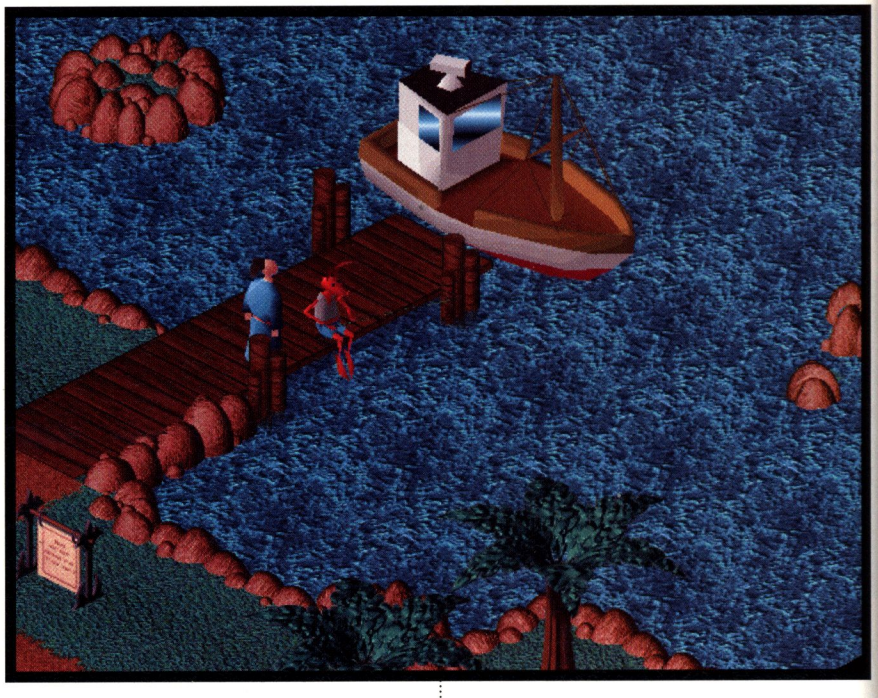
You play Twinsen, the only Quetch who can save the earth from Funfrock's dastardly plans. At the start of the game Twinsen has already upset the status quo by daring to speak of the Legend of Sendell. Funfrock has a big problem with this Sendell geezer, though it's not made clear why at this point – his real name's probably Dullpants or something. Suffice to say that all citizens know their place and live by the rule "never say Sendell". So what's happened to Twinsen? Captured for his criminal behaviour, he's been banged up in a high security jail on Citadel Island. This is where the game opens (after the obligatory, and admittedly, swoon-worthy intro featuring the brilliant dino-fly) and your first task is to get Twinsen out and back to his home and loved one, Zoe. Once reunited, and be warned you'll probably blub during this beautiful moment, Twinsen warns Zoe of Funfrock's evil frolics in the northern hemisphere... and, would you believe it, mentions a strange dream about "Sen...." (Phew, that ☞

(Above) Escaping from jail in a rubbish truck, Twinsen's greeted by a friendly Grobo. But Funfrock's fiends are ready and waiting...









(Right) Hurrah a boat – let's hope Twinsen remembered to pack his Sea Legs this time.

Did you say SENDALL..?

Uttering this word can send the most fearsome baddies into a quivering state of apoplexy. Here's a selection of the heavily-armoured darlings – and the tactics they use to kill you.



State Police

These chaps look comical – but those rifles aren't just for show. Early on in the game it's often easier to belt past these cumbersome sentries in athletic mode. As your magic level rises, however, and word gets around just what a tough nut you are, it's hilarious to watch these villains turn and flee for the hills (just like all bullies really – all mouth and no trousers).



Rabibunnie Clone

This robotised Rabibunnie clone is slightly awkward in its movements, but unleashes a nasty three shot salvo in your direction at the slightest provocation. Hitting these characters with your special magic ball is a real treat – they collapse in a heap with the first hit, struggle to their feet, then on receiving the coup de grace, turn a head over heels somersault that would make Nadia Komenech coo with pride.



Grobo Clone

These clones are based on the much more substantial elephant derived race, and are consequently very tough. In the earlier stages of the game, when your magic prowess pales into insignificance even compared to Debbie Ashby, they're probably best avoided by discreetly sidestepping their intentions.



Surveillance Machine

At first sight this new Funfrock invention looks rather endearing. Don't be deceived by is cutesy appearance though – it's not a benign descendent of Ivor The Engine. The surveillance machine's task is to patrol the city streets looking for movement. All citizens are required to stand stock still when this chap is in the vicinity – unless they actually want a nasty salvo fired in their direction, that is.

was close.) Cue entrance of a lumbering grobo brute who grabs Zoe as you flee for your life. It's now that Twinsen's quest becomes double-edged, for he must rescue the lovely Zoe as well as thwart that good-for-nothing, gown-loving doc.

In yer face

Controlling Twinsen is a breeze as the interface couldn't be easier. Basically you use the arrow keys for direction commands – forward, backwards, left and right – and the space bar to effect a particular action. But one of the most novel features of this adventure is the fact that you can change your mood – and have violent mood swings without a drop of alcohol passing your lips. Twinsen can be normal, athletic, aggressive or discreet – all at the touch of a button. For example, if you want Twinsen to smack the Funfrock filth in the mouth, you have to make sure you're in aggressive mode and then hold down the space bar. This is a particularly smart addition to the adventure genre, as part of the fun is working out which mood you should use to approach a given situation. Some are downright obvious, such as athletic mode to jump across a gap, or normal mode when you want to talk to someone. Others require a bit more thought. Take if you need to get past a guard, for instance, do you tune into athletic mode and bolt past him at a rate of knots, do you cunningly select discreet mode hoping to slip by unnoticed, or do you opt for being aggressive and punch him in the gob? Often it's just a case of trial and error, and usually it's a combination of modes, so you have to be pretty nifty at the old key-changing routines.

As you'd expect, along the way you pick up various objects and power-ups to aid you in your quest. Fortunately, there's no annoying on-screen inventory cluttering up the graphics – again it can be accessed simply, this time by pressing "Shift". This calls up a grid-like table into which anything you happen to pick up is neatly slotted. To use a particular object you either call up the inventory, go to the item you need, and press Return, or even better, you've managed to memorise its specific key command from the text below the grid. Inventory items take the form of things like a holomap, identity passes, ferry tickets and the indispensable magic ball (your principal weapon in the game until you swipe something far more destructive from your evil nemesis). Any extra lives or hearts, money, keys or magic points are displayed on the different moods screen. Using these is automatic, there's no faffing around: if you come to a locked door and you happen to have a key, the game will call it up intuitively. Gathering objects or power-ups involves finding them first by standing in





(Left) Twinsen eagerly scours the chemist's shelves for some hair-restoring lotion.

(Below) A Rabibunnie's home is his castle – just check out the wealth of mod-cons in this pad.



front of a desk, crate, or rubbish tip for example, and then pressing the space bar to see if it will release any goodies.

Communicating with other characters requires the same procedure. Merely walk up to the Babar look-alike, Quetch city gent, Rabibunnie femme fatale, or whoever else takes your fancy, and press the space bar. As you start talking to them, you'll hear a varied cast of actors deliver the digitised speech, and the text will also appear at the bottom of the screen. Characters are good for gleaning information and will tip you off about your next best move. Often you can extract more than one piece of info from the same character, if you approach them again. However, my one minor quibble is that unlike LucasArts adventures, *Monkey Island II* and *Sam And Max*, a character you've recently spoken to shows no visible signs of recognition: there's none of the old "Oh it's you again, I've already told you I know nothing about bush babies" type stuff. They just simply repeat the phrase they told you before, or if you're lucky, a new one. As I said, this is really a minor point since it's probably taken ten squillion bytes to produce said multitude of voices, but when included, it's a nice touch that makes you feel warm inside (sort of).

> "The animation is a kind of cross between Flashback and Alone In The Dark, only far more fluid."



For *LBA* Adeline has developed a sophisticated, multi-task life engine which allows a variety of different character responses to a given situation. Each character has been coded with a series of orders – some having priority over others – with the number of orders being virtually unrestricted. This gives them the facility to adapt to any situation, and since their movements are controlled by "fuzzy logic", it means that they will always change their route when they move between two different paths, adding a greater degree of realism.

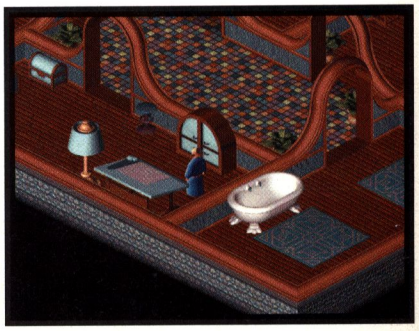
The Wow Factor

Needless to say the Wow Factor gets very boring when you're sharing the game with friends. Yes, of course, you've noticed how Twinsen swivels a full 360 degrees just like a real human being. But look at the way he's tiptoeing around the place, it's sooooo brilliant. And gosh, the sound is just like being there, isn't it? It's incredible. Yes, yes, yes. I should know, I'm the one whose cat darted through the window at the sound of swishing waves. The graphics are amazing – just take a look at the screenshots. They're ☞







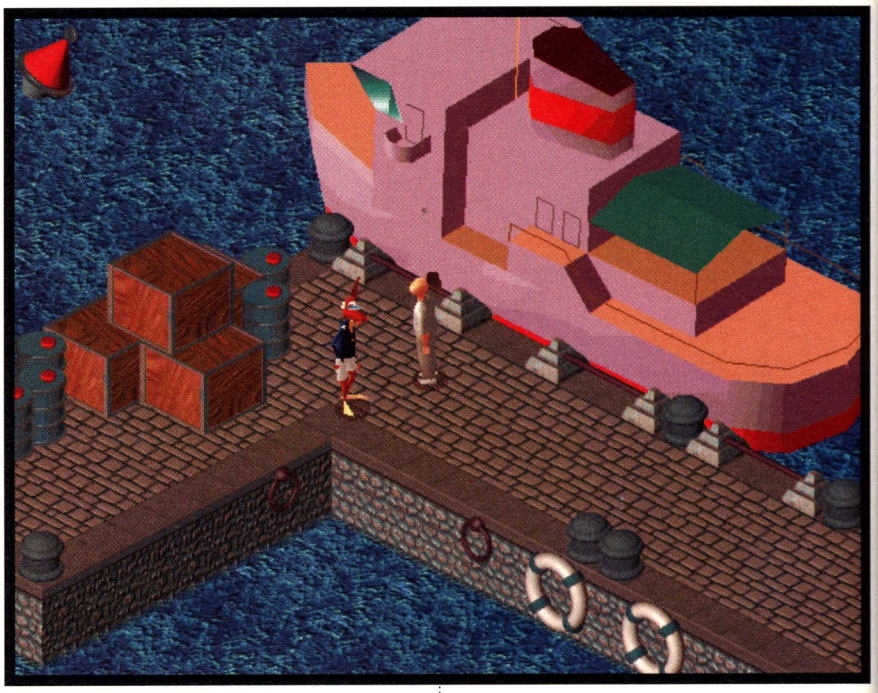


Little Big Adventure

(Right) Twinsen tiptoes through the tulips to avoid the sleeping fuzz. (Far right) Yet another port of call – our hero hangs out with the local Captain Birdseye. (Below) Snog-time for our swinging lovers.







ray-traced, 3D isometric beauties – all lavishly rendered in Super VGA. The backgrounds and buildings boast lovingly textured surfaces and, as for the animation, it's breath-taking. A kind of cross between *Flashback* and *Alone In The Dark*, but far more fluid and realistic. It really comes into its own during the cinematic level-linking sequences: the sight of a seasick Twinsen is just too moving for words. The unusual graphic style is also sparklingly original; its curious blend of cartoony, bizarre characters interacting in familiar locations, such as prisons, taverns and libraries, is uncannily effective. Oh, and there's also a handy zoom mode for those vital close-ups.

This magical graphic world is undeniably enhanced by the sound. There's digitised speech for the characters: slow, cumbersome drawls for the Grobos, high-pitched garbling for the street-smart Rabibunnies. Changing moods also affects the sound. Normal mode bears the sound of strutting footsteps, athletic mode comes complete with jogging noises and pants, aggressive mode packs in a lion's share of grunting and the wonderful discreet mode is graced with the kind of tense, piano playing used to accompany silent films. Funfrock's clones and henchmen all have distinctive sounds, which help you work out when they're lying in wait. Add to all this a haunting soundtrack and you're left with a bewitching potpourri of CD effects.

But is it weird?

Well, yes it is weird in that inimitable Gallic way. But it's appealingly weird: flowers squeal when you tread on them, Zoe giggles in true starlet fashion, and never wastes an opportunity to give Twinsen a drawn out smacker on the chops – that sort of thing. As for humour, it's not openly comic in the same manner as, say, a LucasArts adventure. The dialogue isn't loaded with wisecracks and it didn't make me laugh out load. Yet *LBA* has an innate sweetness that is both charmingly warm and funny – and this has much to do with the game's many quirky features. The gameplay itself has weird twists too, with the non-linear element being a massive plus point. Often there are various ways of tackling the same predicament, and this places *LBA* high in the longevity stakes. It's basically a brilliant blend of arcade and adventure action (a sort of PC *Zelda*) peppered with a savoury amount of brain-blending puzzles; challenging while never quite allowing you to get stuck and throw in the towel. Another plus point are the four wonderful vehicle simulators in the game, such as the snowboard and dino-fly, which add an extra dimension to the gameplay. Sometimes it takes a while to get beyond a certain stage without being killed, but the game automatically saves positions for you, allowing for a certain amount of risk-taking.

In short, Anglo-French relations will never be the same after this game. Anyone fearing a Channel Tunnel invasion will be instantly appeased. Forget rabies and Vanessa Paradis, if this sort of quality CD software is coming over in droves, let's annex ourselves to France. Z

Race Relations



Quetch

Moon-like woodentop faces, tufted hairdos and play-doh bodies characterise the Quetch race. Although our human equivalents, they are not at home in watery environments. Walk Twinsen into water, and he drowns. Put him on a ferry, and he turns green and unearths the contents of his stomach.



Rabibunnie

Tall, lean and herbivorous Rabibunnies are smart, fast talking dudes (and dudettes). Always impeccably dressed, the female variety isn't adverse to using her feminine wiles on the odd enemy in order to help you. Unnervingly hyperactive, they have a strange, unsavoury habit of scratching about in dirt.



Grobo

Clumsy but cuddly Grobos resemble French screen darling, Babar. Wobbling blancmange-like throughout the game, they are sometimes in need of your help due to their disturbingly low IQ. Well-meaning Grobos can also lend you a helping hand but their slow, drawn-out speech can drive you to distraction.



93 SCORE

Feel free to shriek "Wow!" from the rooftops without fear of embarrassment.

Minimum Memory: 4Mb RAM

Minimum Processor: 25MHz 486

Hard Disk Space Required: 11Mb

Graphics Modes Supported: 256 Colour Super VGA

Sound Cards Supported: SoundBlaster and compatibles

Controls: Keyboard

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Publisher: Electronic Arts **Tel:** 0753 549442

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HI-FI CHOICE

Virtual Reality

competition



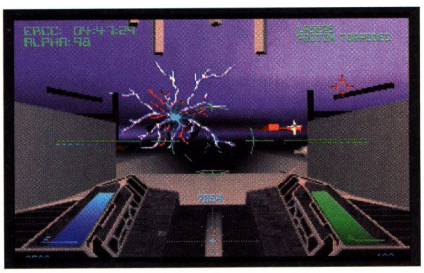
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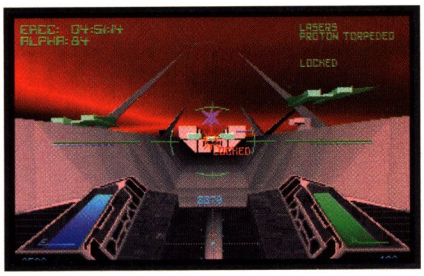
THERE CAN be no doubt that Virtual Reality is THE hot property for 1995. With numerous add-ons being produced for the PC you can rest assured that a few of next years hottest games will support full Virtual-Reality modes... many with full stereoscopic modes to bring you the full "immersive" experience.

One of the first titles to support VR is the latest 3D-"Cyberspace" combat game *Delta V* from US Gold/Bethesda.

The game places you in the role of a net-running "Cyber-warrior" type person who has to "jack" into the "net" (you have got to be really-right on with your internet lingo here) and basically whizz down a big, long trench thingy, shooting away at things and trying to avoid all kinds of weird and wonderful obstacles on your way. It's all lightning-fast stuff and the game features some suitably wicked texture-mapped polygons and guru-shaded bits.

In all, we have 11 copies of *Delta V* up for grabs (ten runners up plus one to go with the first prize) and dah, dah, dahhh! A VFX Virtual Reality helmet, as modelled here by the very luverly *PC Zone* supermodel. As an added bonus this month we're also providing, thanks to those wonderful, generous Future Zone people, a "£5 off" voucher redeemable in any Future Zone store (and they're all listed over there).





So, what do you have to do to win? Simply answer the questions on the form below and send them to the address printed at the bottom. Peachy.

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What is VR?

- ☐ A sub-commitee of British Rail
- ☐ A disease of the naughty bits
- ☐ Virtual Reality

Quetion Two:

In Roman numerals the letter V means:

- ☐ 345
- ☐ 5
- ☐ 7

Question Three:

A "Delta"is what shape?

- ☐ Triangle
- ☐ Square
- ☐ Circle

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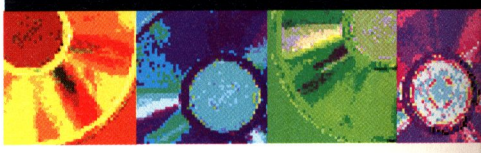
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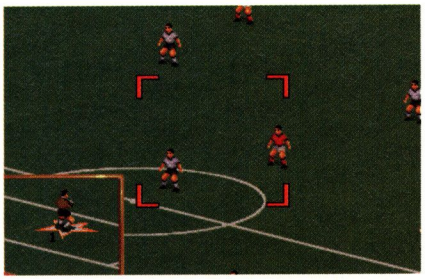
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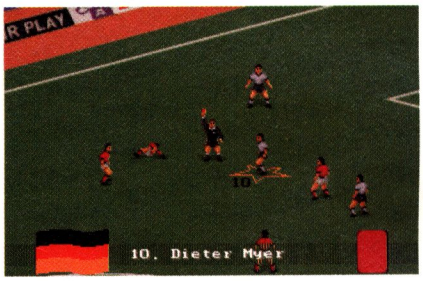
CD-ROM REVIEW



FIFA International Soccer CD-ROM







(Far left) Well what a surprise – a German player offside!

(Middle) The big kick. You can actually get it well into the other half if you really put your mind to it.

(Left) Poor old Dieter, this reff just doesn't understand the new FIFA guidelines.

It caused a stir on the Sega, but some how lost something in the conversion onto the PC HD. Pretty? – Yes! Playable? – Erh, sometimes! Jeremy Wells goes in search of the full compliment on CD-ROM, which now boasts a full commentary and pretty animation.

THERE must have been squillions of footie games released on the PC last summer and on the face of it, *FIFA International Soccer* came pretty close to grabbing the cup. It looked quite fab, had more options than an Oxbridge graduate who's uncle is "somebody" at the BBC and played, well – let's just say that there was room for improvement in the gameplay department. In world-cup speak, it was something of an Italy – it played okay, was entertaining to watch and didn't overly disappoint, but when it came to the crunch; it lacked that certain sparkle to make it a winner (i.e. Roberto Baggio).

So what's new?

Well, unless you've got more than 4 Meg of RAM, not a lot. The running commentary and, indeed, the whizzo intro sequences are notably conspicuous by their absence, although, in its favour, the game automatically skips the intro and disables Tony Gubba's commentary rather than simply crashing. You can, however, use the Editor to alter the names of your players (a much needed improvement) and although the new name appears in the text at the bottom of the screen, Tony Gubba still uses the old name. (A bit slow on the uptake these footie commentators.)

If you *have* got more than 4 Meg of RAM then you're in business. The game starts with a swirlsome intro featuring sweaty footballer types dashing about the field, chasing a ball that seems to have taken on the persona of Wilo' the Whisp on acid. The game proper then kicks in and off you go. Flick through the numerous options, change a few player names, shuffle through some tactics and wowzer – it's footie time!

Say what?

The commentary? Well, it's amusing at first, but you only begin to really notice it when it starts to repeat itself or when it makes a mistake i.e. you let go a super shot, the goalie grabs the ball out of the air and good ole Tony cries "Oooh – it hit the woodwork!" It's also a bit slow at times, and Tone tends to scream footie clichés after the action has finished whilst you're left wondering exactly what he's on about. Overall though, the commentary is a valid addition to the game, it's just a shame there aren't any real sound effects when a player thumps the ball or when it hits the bar.

Game on?

As for the gameplay – well if you haven't played *FIFA* before it will come as a bit of a shock. It's not that it's not playable, it just takes a little getting used to. Player control is potentially good – you can chip, lob, chest, head the ball (as well as perform the now almost obligatory scissor kick), but until you really get used to it, you'll probably find it a little inaccessible.

Even though *FIFA* looks and sounds fantastic, the game, unfortunately, is not without it's faults. Although player animation is smooth, the fact that you can kick the ball from the half-way line and score is a little unfeasible, especially on a slower machine (486SX25), where you only realise that you've scored because of the resounding cheer that bursts from the crowd. You then find yourself waiting for the camera or screen view to catch up with ball only to see it bouncing in the back of the net. It's also a bit frustrating when you're forced to take a free-kick from just outside the area and can't see the goal. Your target man dives for a ball automatically when you want him to hang back for the rebound. I could go on, but I won't 'cause the Ed.'s only given me the one page.

The long and short of it is: it's a nice looking footie game, the running commentary has novelty value, but if you are looking for the definitive footie game wait and see what the new year brings.



SCORE

A smart looking footie game that just falls short of being an absolute belter.

Minimum Memory: 8Mb

Minimum Processor: 386 or faster

Hard Disk Space Required: 5Mb

Graphics Modes Supported: VGA

Sound Cards Supported: SFX Classic 3000, SoundBlaster, SoundBlaster Pro, AWE32™ Pro Audio Spectrum 16™

Controls Supported: Keyboard, joystick, Gravis PC Gamepad

Price: £39.99 **Release Date:** Out now
Publisher: EA Sports/EA **Tel:** 0753 549442



SIERRA: You are now en

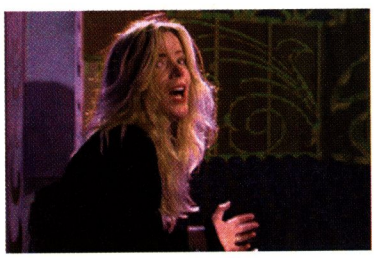
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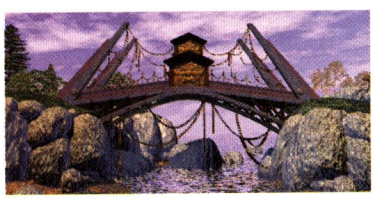
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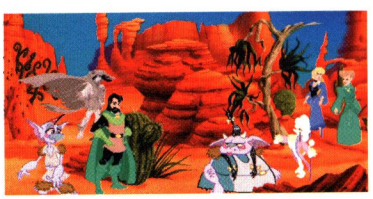
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KING'S QUEST VII

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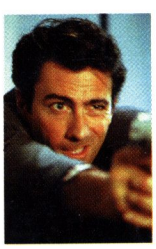
score, King's Quest 7 establishes a new standard for animated adventure games.



Available on PC CD ROM December '94.

LOST IN TOWN

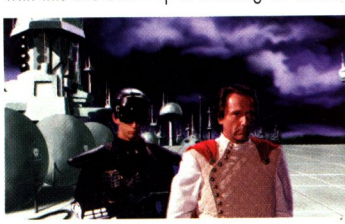
Directed by professional cinematographers and entirely made up of live film footage, Lost in Town sets a new standard in the realm of high-tech computer entertainment. This interactive adventure thriller follows the story of a journalist carrying out an investigation only to discover a strange and complex plot, that quickly turns into a wild race to fight for survival.



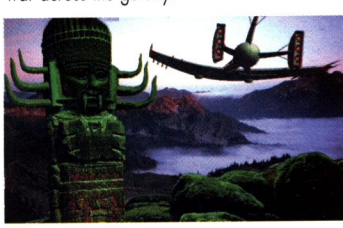
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THE LAST DYNASTY

Re-discover the fantastic world of sci-fi mov
with this interactive epic. Blending the talents



professional cinematographers and the b
graphic design and programming teams, T
Last Dynasty tells the tale of a young man rais
on Earth who is suddenly pulled into a cosr
war across the galaxy.



Available on PC CD ROM November '94.

ACES OF THE DEEP

Created in collaboration with German Wo
War II submarine commanders, Aces of the De
is the most realistic and technically advan
German U-boat simulation to be develop
today. Meticulously detailed historic missions,
array of combat modes, combined v



ring the New Dimension

ecial effects, digitized voices and stunning 3-D aphic art, result in a gripping and highly mospheric game.



vailable on PC 3.5 and PC CD ROM Nov. '94.

VOODRUFF AND THE CHNIBBLE OF AZIMUTH

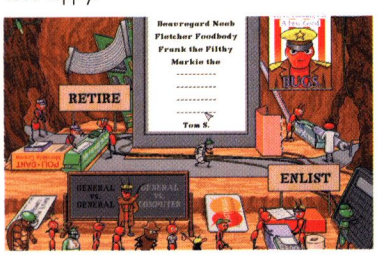
this hilarious adventure you find young hero /oodruff in a crazy search to avenge the killer of s teddy bear... Find the kidnapped Dr. Azimuth, nowned throughout town for the «Schnibble»- a ysterious word, with a hidden meaning that esperately needs unravelling! An interactive high solution cartoon in Tex Avery style.



vailable on PC CD ROM December '94.

BATTLE BUGS

A humorous strategy game that puts you at the head of an army of insects! With multiple levels, defeat the enemy troops and take control of their food supply.



Available on PC 3.5 and PC CD ROM Sept. '94.

LODE RUNNER

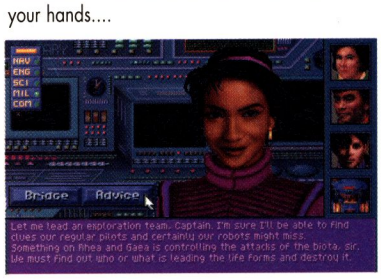
The legend is back. The new version of the famous arcade/action game features 150 levels in 10 different underground worlds. Your objective: collect lost treasure as you climb, dig and out manoeuvre the enemy, along with the option to create your own levels!



Available on PC 3.5, PC CD ROM and Macintosh November '94.

ALIEN LEGACY

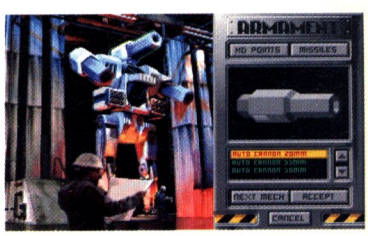
The year 2119. You are: captain of the ship Calypso, searching for a planet to settle the last human colony. Your mission: govern the colony, fight off hostile life forms, build defenses, crush rebellions. The future of the human race is in your hands....



Available on PC 3.5 September '94.

EARTH SIEGE

The year 2341. Earth has been invaded by the Cybrids, intelligent robots programmed to destroy you and take control of the planet.
Available on PC 3.5 November '94.



BATTLEDROME

The sequel to EarthSiege places you in an arena designed for fierce robotic combat. A game where strategy and tactics count as much as fire power.



Available on PC 3. 5 December '94.

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Project X

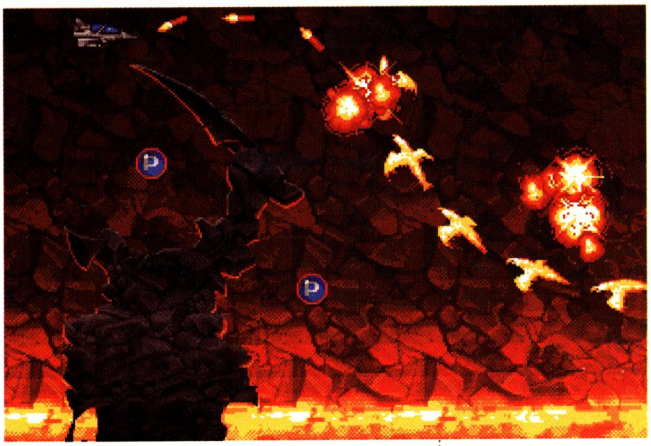


Do you know what a pain in the arse it is writing intros to shoot 'em up game reviews? Daniel Pemberton does.

IN KEEPING with all shoot 'em ups, *Project X* has a wanky scenario which nobody is the least bit interested in. It involves a planet being taken over by an evil empire or some load of toss like that. You control a choice of two different space craft and it's up to you, surprise surprise, to save the planet by blowing everything you see to bits. Blimey, it's just like the American army, isn't it?

Unsurprisingly, *Project X* is a horizontally scrolling shoot 'em up in the *Gradius/R-Type* mould. As in most games of this genre, as well as having the obligatory alien thingies to shoot at, there's an impressive range of weaponry to equal that of your average Los Angeles high school. These weapons can then be improved and upgraded by collecting the power-up pods that sometimes appear after you've successfully destroyed a wave of aliens. There are also, of course, lots of big "end of level" guardians, as well as a couple that appear mid-way through the game, to contend with.

"Hang on a tick," I hear you whine, "isn't that the same as virtually every other shoot 'em up in existence?" Well, yes it is, but unlike every other shoot 'em up (I'll call them "shooties" from now on), *Project X* is actually quite good. "Why's that then?" you cry. Well, bear with me and I'll explain.

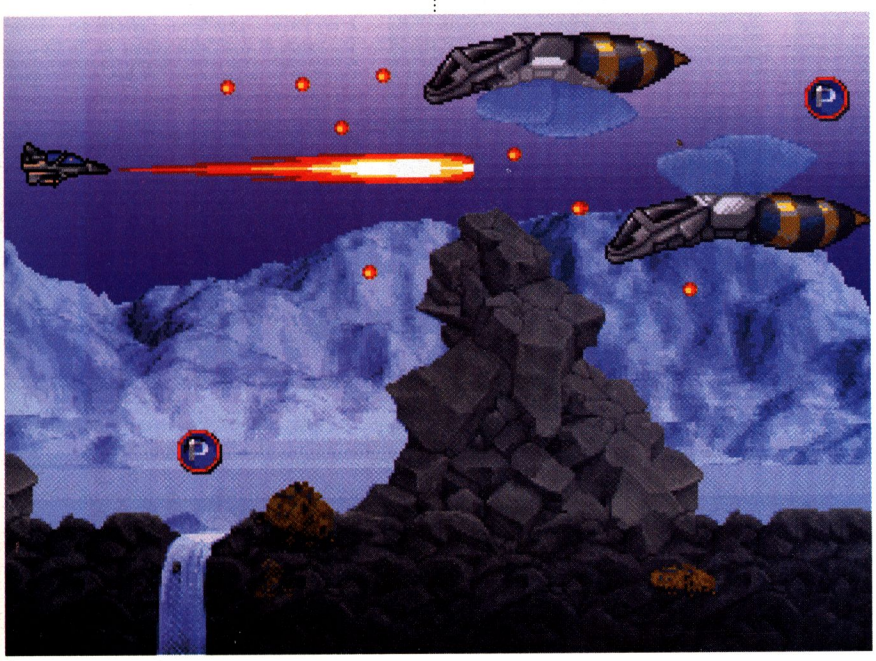


(Above) Be warned – they may look like birds but these basts are after your blood.

Shot to pieces

From the mountains of shooties that have appeared over the years, there have only been a couple of good ones, such as *Xenon II* and, erm *Xenon II*. Although the basic idea is exactly the same, good shooties are strangely playable. Nobody knows why, not even Norris McWhirter and he knows just about everything. Supposedly. Anyway, *Project X* is pretty good as far as it goes, but unfortunately, as you have more than likely gathered, being a shootie isn't too much of a good thing. There are multiple reasons behind this. Firstly, although they are a great laugh to start off with, you do get very bored with them after a short space of time. Also, the repetitive nature of the gameplay doesn't help.

One thing in *Project X*'s favour, though, is the ability to skip levels already completed, thus avoiding having to wade through the first couple of stages over and over again.



(Left) Living proof that size isn't important – for such a small space thingy, you sure can fire some mutha lasers.



(Above) Unperceptive as ever, your tiny capsule wings its way right into the thick of things for a change.

The graphics on the game are pretty good, and scroll very smoothly at quite a high speed. That is until you put the music/FX on. If you do, you'll probably experience a fair bit of sprite slow down, which isn't necessarily a bad thing as it makes the game a that tad less hectic. Nevertheless, there doesn't seem to be much point in turning the music on as all it consists of is a couple of average rave-type tunes on the title and intro screens, and some sampled speech in the game that sounds as if it's being read by someone with a pillow over his rusty voicebox, who spent the night consuming Oliver Reed's drinks cabinet.

Although, as I've previously mentioned, *Project X* is very playable, I can't really see it scoring too high on the longevity metre due to the fact that all shooties tend to get tedious after a while, and I suspect it would not be too long before you completed it.

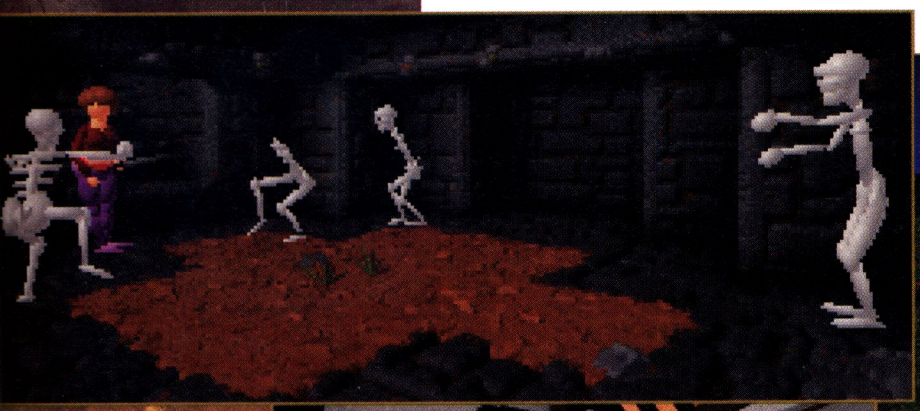
If you're after a good PC shoot 'em up, then *Project X* is probably one of the best available, but if you're after a good game, then it might not have the staying power. PCZ

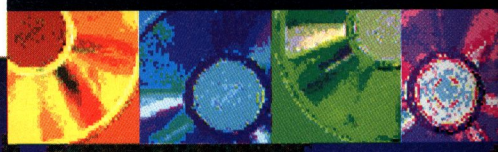


A competent and nicely low priced little shoot 'em up.

Minimum Memory: 2Mb
Minimum Processor: 386
Hard Disk Space Required: 9Mb
Graphics Modes Supported: VGA
Sound Cards Supported: All major sound cards
Controls: Joystick, Keyboard
Price: £19.99 **Release Date:** October
Publisher: Team 17 **Tel:** 0924 385903

Ecstatica







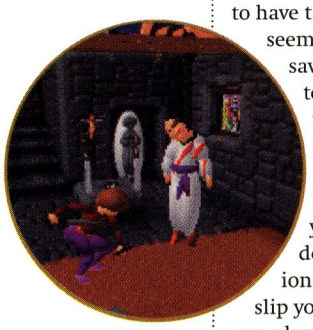
Quelle horreur! Your gourd, she is empty! Nothing to slake your thirst, and not a cold drinks dispenser in sight. You throw your gourd over your shoulder in a Gallic gesture, blinding a tortoise on the second bounce, and check the road sign. "Tirich" it says, pointing across a ramshackle bridge at a far-from welcoming village that looks like it's been the victim of a combined dirty protest and poll tax riot. You check the sign again. "Croydon, 50 yards," it says, pointing in the other direction. You sigh, and head for the ramshackle bridge to Tirich.

Walking up to the entrance to the village, you stop dead. The village looks even less inviting from here. Doors hang from their frames, windows are broken or boarded up and vile incantations seem to be smeared on the walls in chicken giblets. And isn't that a poster for Gary Wilmot in "Barry Manilow's Copacabana"? This is too much. You turn to leave – then remember the alternative. Croydon. Sighing from your boots, you enter the village...



From the grass behind you, an evil, midgety elf thing emerges to smack you across the legs with his two-headed axe. You turn to stamp on him, but are immediately pounced on from above by a powerful werewolf with fetid breath and the hindquarters of a goat, who pounds you unconscious before you can decide whether he should exist or not. You regain consciousness to find yourself hanging by your ankles from a chain in what appears to be a stable. Before you can work out what bizarre sexual act is about to take place, the werewolf starts laying into you again with his fists/paws. He seems to have taken a distinct dislike to you. This seems a little unfair. Don't you always save your change and send donations to the Redwings Werewolf Sanctuary in Dorset? You turn to point this out to him, but he hits you so hard your tongue goes numb, and by the time you regain enough of your senses to speak, he's gone. You decide to discontinue your donations to the Sanctuary. Managing to slip your ankles through the shackles, you plummet head-first into a semi-conscious heap on the floor. Welcome to Tirich.

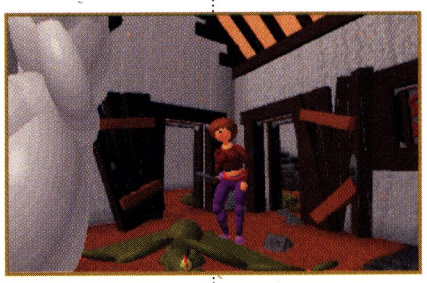
(Left) Watch out for the lightweight, alchy bears, they get extremely lary after just half a lager shandy.



Fully-rounded characters

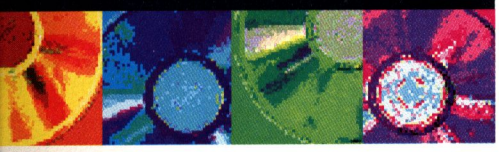
The first thing to strike you about *Ecstatica* is the sheer quality of the animation. Even when you're suspended by your ankles from the ceiling, you're hanging in a beautifully animated manner. When you slump to the ground, you slump like a ballet dancer would slump if asked to slump in a smooth and graceful manner. The other thing you

Just have a butchers at the tits 'n 'arse on her!





Ecstatica





Ecstatica's very own beauty queens tell you a little about themselves...



"Hi, I'm Terry. My vital staistics are 62-22-22 and I like to go horseback riding and also I like to knit. I'd like to spend my time travelling the world and helping people."



"Hi. My name is Graham. My statistics are 110-55-32 and I have a penis like a baseball bat."

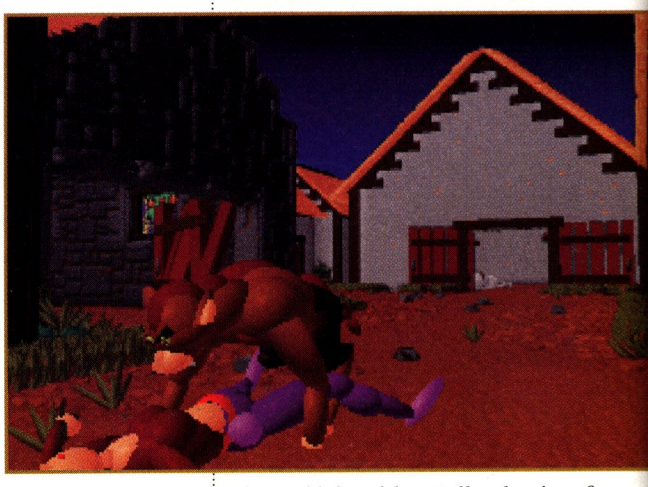
notice is the characters – they look like real living creatures. Now, we've seen smoothly animated games before, particularly from the French, with game such as *Flashback*, *Another World*, the two *Alone In The Darks*, and so on. But the characters in those games, for all their slinky hip movements, have always been constructed from relatively simple, rather flat-looking polygons.

Ecstatica uses ellipsoid technology instead. Up to 80 separate ellipses have been used on each character, with the result that they operate more fully in three dimensions, have pretty accurate muscle definition, and even get bigger convincingly as they walk towards the camera.

You have the choice of playing the game as a male or female, and you'll be pleased to know that regardless of which you choose, you'll be equally hardy. There's none of this sexist "chick trips over when being chased" business, or "the bloke can pick this thing up but the chick can't". And you can take and give out just as much punishment with the female as you can with the male. Which is just as well, because whichever sex you choose to be, you're going to need it.



(Below) Oooh, I say, what is that wild beast going to do with our heroine? He's... he's... going to kiss her. Yuck!

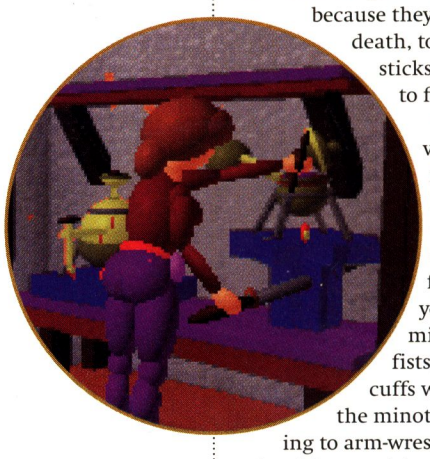


(Left) No matter what the babe with the hitched-up skirt does, our hero will not be swayed from his quest (bloody wuss!)

Alone in the... er, light (ish)

Basically, from the moment you escape from the chains and crash to the floor, you're more or less on your own. You're stuck in the village from hell, high in the mountains and surrounded on all sides by chasms. The only way out is the bridge, and if you try to use that, it collapses beneath you. The only thing for you to do is to find out exactly what on earth is going on in this dump, and whether anything can be done about it.

It doesn't go out of its way to make things pleasant for you. Your first violent encounter with the werewolf gives you a fairly good idea of what to expect if he catches you again – and believe me, he will. And so will a giant spider, the enormously powerful minotaur, some dragons, some elves, a bloke with a mallet the size of a house and even, at one point, one of the tables. There's malice in the air, and you're the main recipient. And, as I said, you're more or less on your own. Very few people are around to give helpful advice, mainly because they've all been beaten to death, tortured, impaled on sticks, and generally made to feel unwanted.



Your trips around the village to pick up information are, therefore, hazardous in the extreme. For a start, although you might feel pretty hard when you beat off the little midget things with your fists, trying a spot of fisticuffs with the werewolf or the minotaur is a little like trying to arm-wrestle the business end of a threshing machine. So what should you do? You run. And run and run. Because these chaps come after you. They don't just walk around in a circle in their allocated area of operation, like monsters do in most games. Oh no, these basts have their careers to think about; they're successful monsters about town. So you can escape from the werewolf, dash into a house, dive

(Above) You can interact with virtually everything in all the rooms.

Strut Your Stuff

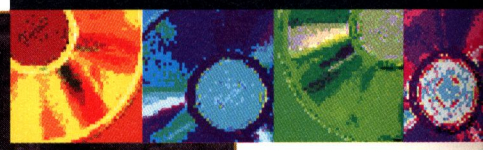
There are three different movement modes – sneak, walk normally and run like jiggery.

When sneaking, your character hunches its shoulders, places its feet toes-first with elaborate care, and even has a slightly anxious expression on its face.

Walking normally is fine if you're the male character, and something worryingly akin to a wideboy strut if you're female.

But sprinting is what you'll be doing most of the time.



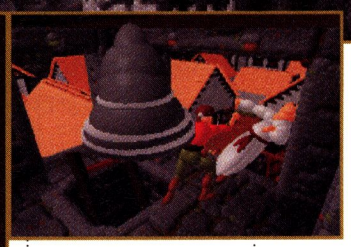


out the other door and think you've lost him, then a couple of minutes later he jumps out of an alley and starts pounding away once more. Which means fighting to escape all over again, or facing another severe beating and probable death.

Because you don't have an endless supply of energy – there's no power bars or endurance metres, or any of that rubbish – as you take more punishment, your character slows down, drags its feet and generally starts getting about with all the speed and panache of Don Brennan. Fortunately for you, there's a nook where you can rest and replenish your much-needed energy, but you'll have to find it and use it frequently if you want to survive.



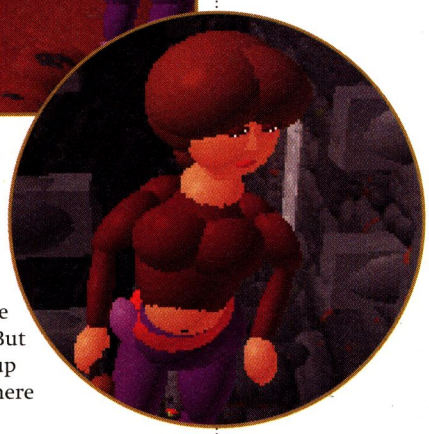




(Above) Of course, no decent adventure game's complete without a bit of the 'ol Kung-Fu fighting.

High tension

So, the over-riding element in the game is one of fear of being caught. This is helped by the superbly atmospheric music, which is full of those scary, rising "duuuu-uuuh... duuuuu-uuuuhs" made popular at the moving picture palace. It gets particularly worrying when you hear that sound but can't see what the problem is. You start to dread turning the next corner. Eventually you do, but nothing happens. So you relax – and suddenly you get hit over the head with a hammer, or something, and it's off you go to be crucified upside down.



(Above) Well if she doesn't make it in acting, with those assets, she could always audition to be the next Wonderbra model.

At first this can all be a little disheartening. But then you start to pick up scraps of information here and there. Then you might find a knife, and perform your first successful stabbing.

As you look down at the body, things don't seem quite so bad. You find somebody's diary and sit down for a lengthy read. You see a formula for magic potion and remember where you've seen some of the ingredients, and dash off to collect them. You come across one or two people who are lucky enough to still have their tongues in their heads, and seem keen to chat for a while, giving you a few more tasty snippets of information.

You might find a sword, and discover that even the minotaur is non too keen on being slashed at with one. And so on.

Gradually your despair evolves into a kind of dogged determination; you become resigned to the beatings, and just want to get back into the fray as quickly as possible.

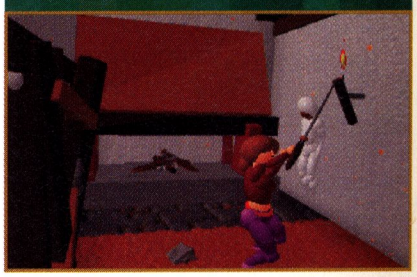
Born Freeeee...

The things that's so good about the game is the inherent freedom in its design. There's nothing that puts me off a game more than when you play a game happily for an hour or so, then get hopelessly stuck over some

Fight The Good Fight

Controls for your character are more or less adapted solely for punch-ups. It's all keypad operated, and apart from the usual left/right/up/down, you can duck, hit out with whatever's in your left or right hand, and pick things up with either hand, too. If you have a sword in your right hand and press the hit-with-right-hand button, you perform a wide arcing slash; press the left button and you perform a savage downward chop. Ah, the lost subtleties of fencing.





Interact, man

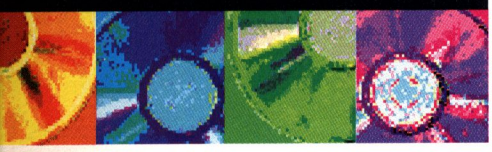
Interaction with your environment couldn't be simpler. Walk up to anything and press either of the "pick up" buttons; if you can interact with something, you will, whether it's opening a door, putting on a suit of armour, or picking up a pin for good luck.

There's none of this wussy backpack and inventory nonsense in *Ecstatica*. If you want to carry something, you carry it in your hands. If you've already got both hands full, make your mind up which objects you need most. And make it snappy, because I can see the werewolf over your shoulder.



Anything you drop may well still be there when you get back. Unless, that is, someone else has taken a fancy to it. (It's a bit like living in South London.) What you could try doing, and it's only a suggestion, is putting things in a place where none of the baddies are likely to go.

Ecstatica



mind-bending puzzle, spend three hours working out what it means, another ten solving it, then get another 20 minutes of fun before the next one comes up. With *Ecstatica*, the only way you'll be held up is if you get beaten to death. And that's nothing you can't handle – as long as you save games regularly, that is.

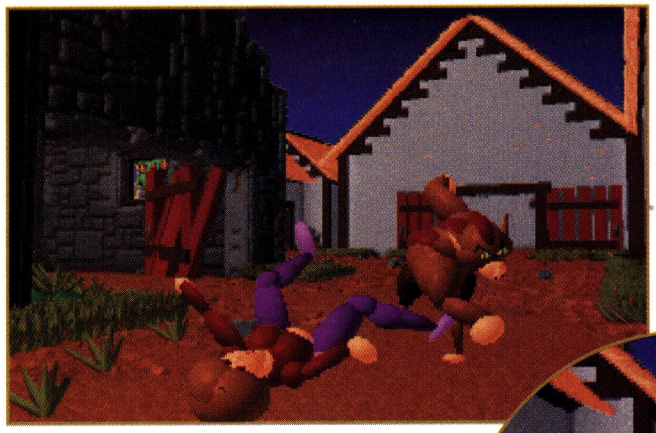
Lemon-squeezy, then is it?

No, the game's not easy-peasy, it's just that you always know roughly what you have to be getting on with. Within the game's framework, things rarely happen the same way twice, and as a rule, you'll be working on several clues at once. The freedom of actions extends to your relationship with the few surviving humans. Just because you're trying to save yourself doesn't mean you can't beat the crap out of the odd leper, priest or monk if you get a little moody and need to let off a little steam now and then. Whether you'll regret it later is another matter, of course.

Monsters and other characters, as I've said, move around and get on with their own lives. For example, to test different things with different characters I've restarted the game loads of times, and found it's possible to completely avoid the opening beating by the werewolf. I've tried going straight to where I know a certain object to be (even before I "officially" know what to do with it) and been able to use it.

It's difficult to be more specific without giving elements of the game away. Gradually, however, it emerges that the village is in thrall to a demon, who is making the nightmares of a young girl into reality – which explains the constant, nightmarish quality of running away you have to cope with and the seemingly tireless pursuit of the monsters. There's magic to cope with, fireball spells to learn and use, and the Lady of the Lake even makes a guest appearance.

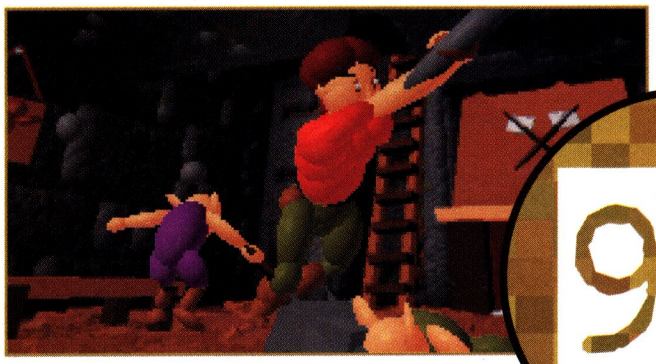
Basically, *Ecstatica* is a bit of a humdinger. It's big – both physically and in terms of the number of things you get to do – and action-packed. It's absorbing and never becomes really frustrating. The designers have created a complete, coherent world: it's brilliantly animated, has a great soundtrack and sampled speech and is packed with atmosphere. That'll be ten quid, ta.

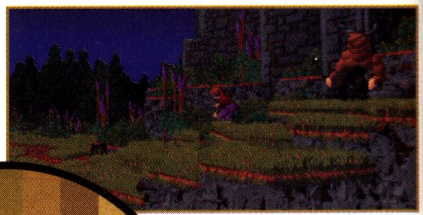




(Above middle) Who ever said girls were scared of spiders, eh?

(Below) Piglet makes another guest appearance, this time donng a rather sexy, little purple number.







Just so you know we're not in love...

The game isn't entirely faultless. The *Alone In The Dark (AITD)*-style camera angles are very cinematic and alter to frame the action beautifully at times, but they can also sometimes be a complete pain in the arse. Just like in *AITD*, it's sometimes a little tricky to enter a doorway first time because of a particular camera angle. And whereas that wasn't always a problem with *AITD*, it can be crucial to your survival in *Ecstatica*, largely because there's usually some kind of hugely-muscled bastard right behind you.

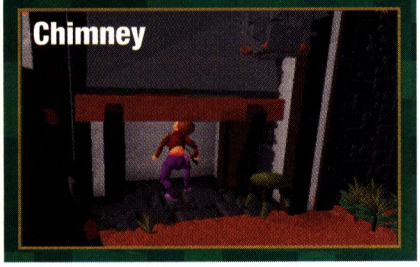
The problem can also occur when you're pegging it at full speed with a gaggle of gits chasing after you, panting hot sulphurous breath down the neck of your best shirt. You adjust your direction for one angle, then the camera changes and you realise you have to adjust again; the problem being that when you change direction, you have to stop running. It all adds to the terror, I suppose, but occasionally – as with getting stuck against a doorframe – it can lead to you taking a pummeling. The speed of blows from your persecutors make it impossible for you to move and get away. When this happens all you can do is wait to see if you get beaten to death, or hit the Load Game button.

Nowhere to run, nowhere to hide...

Having trouble escaping from marauding monsters while trying to do your weekly shopping? You need the all-new *Hide-O-Matic* from Zonko. All you have to do is run towards any of the following areas in the game and *Hide-O-Matic* will work its magic on the monsters' vision, causing you to *simply disappear*...(music)...







93 SCORE

Deserves no less than this score, if just for the chick's pert buttocks.

Minimum Memory: 4Mb RAM

Minimum Processor: 486

Hard Disk Space Required: 1Mb 10Mb 40Mb or 100Mb (Your Choice)

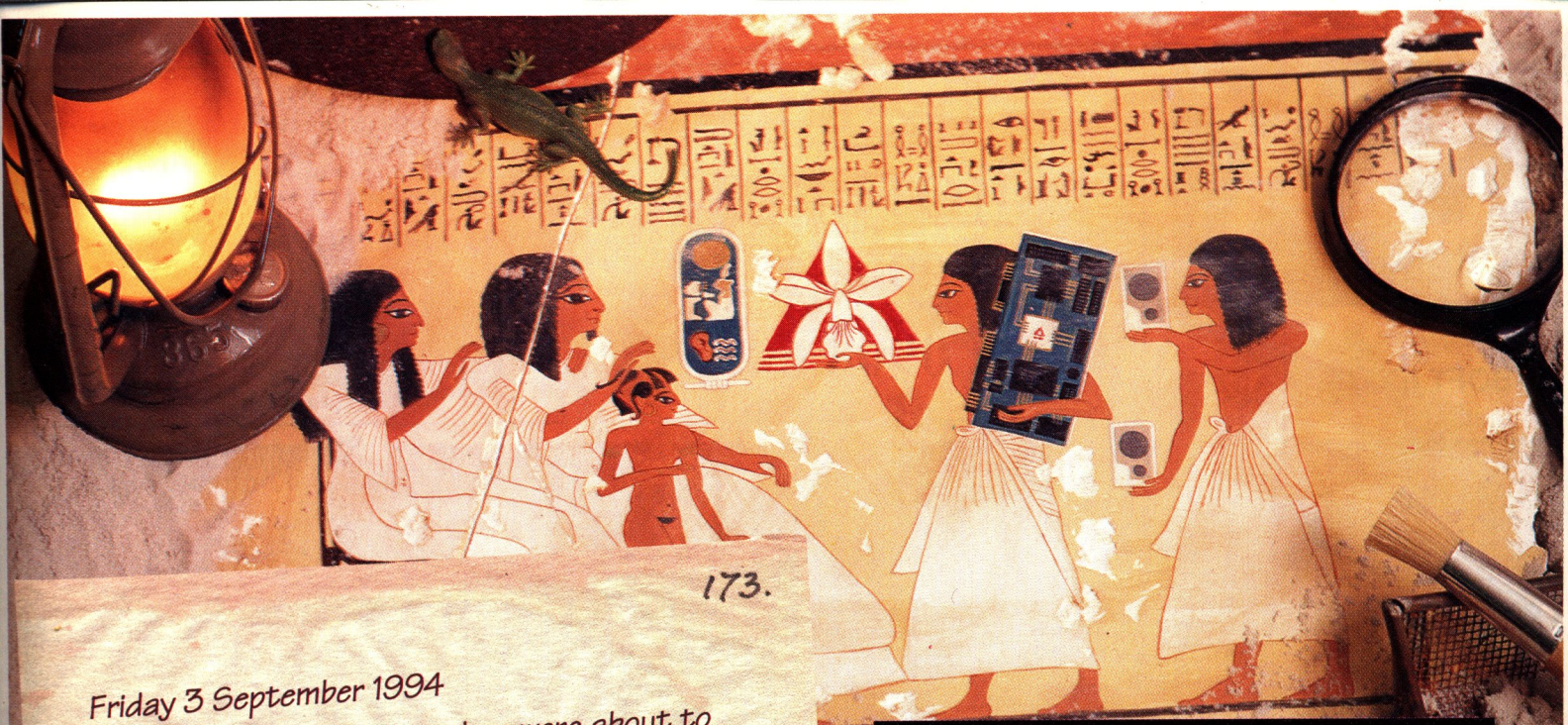
Graphics Modes Supported: VGA

Sound Cards Supported: AdLib, SoundBlaster

Controls: Keyboard, mouse (for options)

Price: £tba **Release Date:** November

Publisher: Psygnosis **Tel:** 051 709 5755



173.

Friday 3 September 1994

The gods had predicted we were about to unearth something powerful, when suddenly the Doctor returned. "Henry, look here ... I've found it ... an Orchid SoundDrive 16 EZ ... packed with features, they're practically giving it away. "What," I replied, "so little for 16-bit sound and upgradeable to wavetable too?". We were suspicious and sent him to explore further...

Wednesday 8 September 1994

The keeper of the pyramid has been talking in his sleep again tonight. Now we finally know the facts of the SoundWave 32+SCSI. He murmured tales of incredible expandability, crystalclear wavetable sound and a cache of bundled software.
Could it be true ... those Orchid guys are again onto something big!

Saturday 11 September 1994

At last, the intrepid doctor returned late last night, shaken by his latest find. We probed him further to reveal the secret of wavetable upgradeability. "Orchid's WaveBooster daughter-cards", he disclosed, "and in three forms too", so it is possible to upgrade both the SoundDrive 16 EZ and SoundWave 32+SCSI.

But will anyone believe us!

P.T.O.

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- Microsoft Windows Sound System compatibility
- Joystick/MIDI port
- Mitsumi CD-ROM interface
- Optional SCSI-2 CD-ROM interface
- Upgradeable to wavetable with WaveBooster daughtercards

SOUNDWAVE 32 + SCSI

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- 8Mbit InVision wavetable ROM
- SoundBlaster compatible
- Microsoft Windows Sound System compatibility
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- General MIDI synthesizer
- Roland MPU-401 MIDI interface
- SCSI-2 and Mitsumi CD-ROM interfaces
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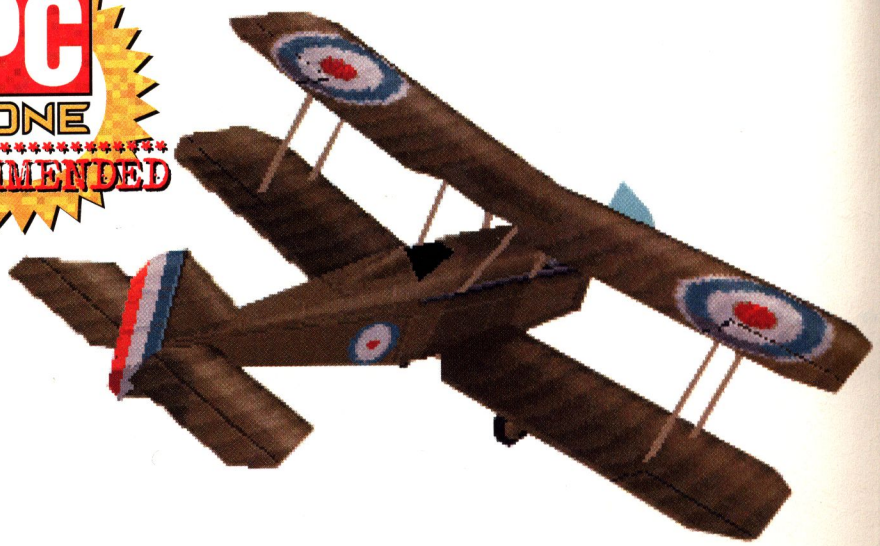
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Dawn Patrol

PC ZONE RECOMMENDED



If your PC system contains a CD drive, then you don't really have to read the following review, because there's a demo of this game on the coverdisk (you lucky readers, you). If you've only got a floppy system, however, then prepare yourself for a court case... it's the Crown (i.e. Duncan MacDonald) versus *Dawn Patrol* (from Rowan Software).

SCENE ONE

(In which the trial begins)

Judge: Let the court be seated. Lead the defendant to the stand. *(A copper places a stack of floppy disks on the stand.)* Are you *Dawn Patro*, the World War One flight sim?

Dawn Patrol: I am.

Judge: Very well. Take the bible in your hand and...

Dawn Patrol: ...I can't, I haven't got any hands, I'm just a pile of disks.

Judge: Oh yes. Well, do you promise to tell the truth?

Dawn Patrol: Sure as eggs is eggs, m'lud.

Judge: Um, yes... very good. And you understand the charges that are laid against you?



Dawn Patrol: Could you run them past me again please, m'lud?

Judge: Indeed. You are charged on one count of being a good idea but not a particularly great game, and a further count of having a ludicrously complex key-press system. Do you understand the charges now?

Dawn Patrol: Yes, but I don't agree with them at all.

Judge: I didn't ask whether you agreed with them, I simply asked if you understood them.

Dawn Patrol: Well, er, yes, but I still don't...

Judge: ...I call the counsel for the prosecution.

SCENE TWO

(In which the prosecution attacks)

Prosecution: *Dawn Patrol*, I put it to you that you are unusual. I put it to you that you are slightly "different" to most other simulations of your genre. Does what I say make sense to you?

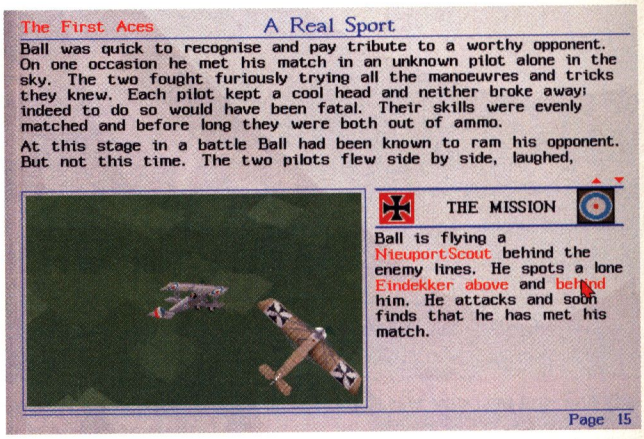
Dawn Patrol: Well, I've got an SVGA mode, if that's what you're getting at.

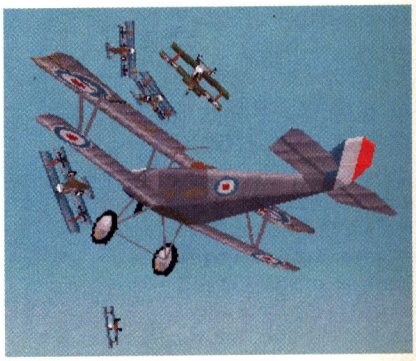
Prosecution: No, that is not what I'm "getting at". Let me put it like this... I want you to tell me whether you agree with my following statement: "It is true to say that all flight simulations contain on-going career modes, in which the user can find a sense of involvement." Yes or no?

Dawn Patrol: Er, no...

Prosecution: You say no. If you could now be specific and give me some actual names of these flight simulations without career modes.







(Top) M'lud, as you can see, the graphics are superb.

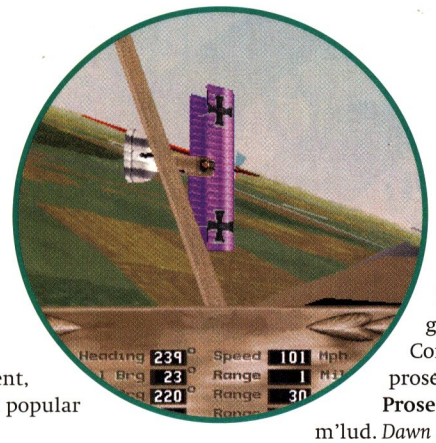
(Middle) I agree with my colleague m'lud, but these are SVGA screens.

(Bottom) Nevertheless, m'lud, eh?





Dawn Patrol



Dawn Patrol: Erm, well there's *Dogfight* from MicroProse.

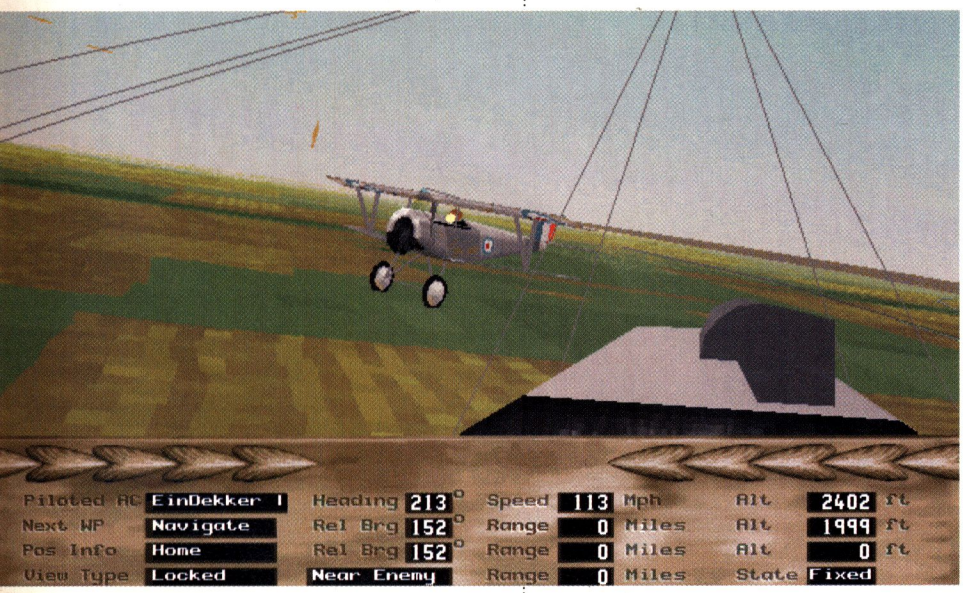
Prosecution: Excellent, yes. And was *Dogfight* a popular game?

Defence: Objection m'lud, my learned friend is leading the witness.

Judge: Objection sustained. And really, I suggest that the counsel for the prosecution gets to some kind of point before the onset of Christmas.

Prosecution: Sorry m'lud. I was merely trying to establish the rarity of flight simulations without on-going career modes. The defendant managed to name only one, and my point was that it was not a popular game.

Judge: Do get on, please.



SCENE THREE

(In which the prosecution continues to attack)

Prosecution: *Dawn Patrol*, I will ask you a direct question. Do you, yourself, contain an on-going war career?

Dawn Patrol: Not strictly speaking, no, but in one section of me there are a handful of "mini" war careers, though, which I would think most people would prefer.

Prosecution: Absolute tosh, I put it that...

Defence: ...M'lud!!!

Judge: Overruled – at last we're finally getting somewhere. Continue with the prosecution.

Prosecution: Thank you m'lud. *Dawn Patrol*, I put it to you that a tiny handful of mini-war careers, containing very few missions per pilot, is hardly meat in the sandwich. Indeed I wouldn't even rate them as a single coating of margarine.

Defence: M'lud!!!

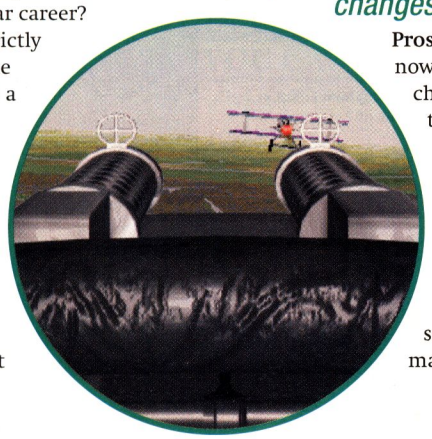
Judge: Sustained. If the prosecution could decline from bandying such fervent metaphors, I would be most grateful.

Prosecution: Apologies, m'lud. My point, though, was that nowhere in the game is there any sense of real "involvement": the mini-careers of which the defendant speaks are, I would suggest, merely token nods in its vague direction.

Judge: Very well, continue.

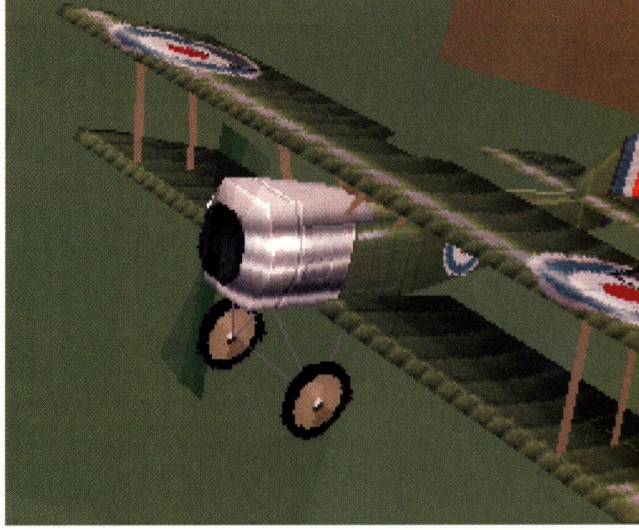
SCENE FOUR

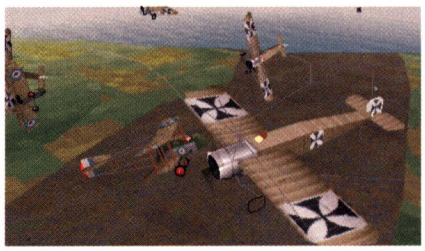
(In which the prosecution changes the attack)



Prosecution: *Dawn Patrol*, I now move to the second charge, which is namely the excessive use of keyboard presses. Would you by any chance be able to tell me the precise number of your hot keys?

Dawn Patrol: No, sorry, I'm not sure how many there are.



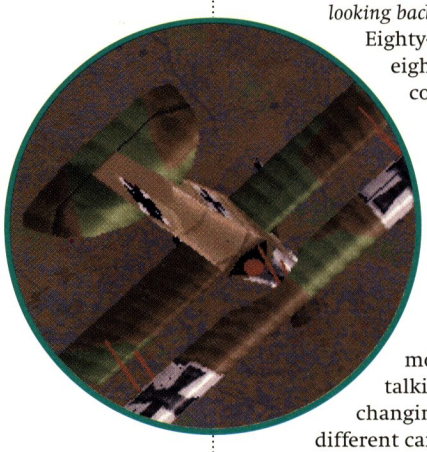


(Top) M'lud, who needs a "game" when there are so many planes in the sky simultaneously?

Prosecution: You're "not sure". But you must have a rough idea. If I was, for instance, to say that there were fifty key presses needed, would you think me inaccurate?

Dawn Patrol: Hmmm, I suppose there could be around fifty, yes.

Prosecution: Then let me be even more precise. *(He takes a sheet of paper from his pocket and studies it momentarily before looking back at the defendant.)* Eighty-eight. There are eighty-eight different key combinations.



(Above) Objection m'lud!

Dawn Patrol: So? Some games have ever more than that.

Prosecution: Through necessity rather than design, though, wouldn't you agree?

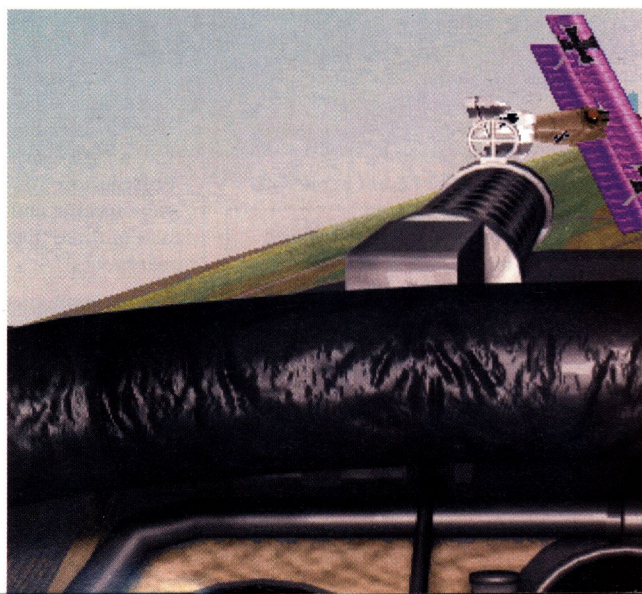
Dawn Patrol: Yes, bu most of the keys you're talking about are for changing viewpoints... different camera angles and so on.

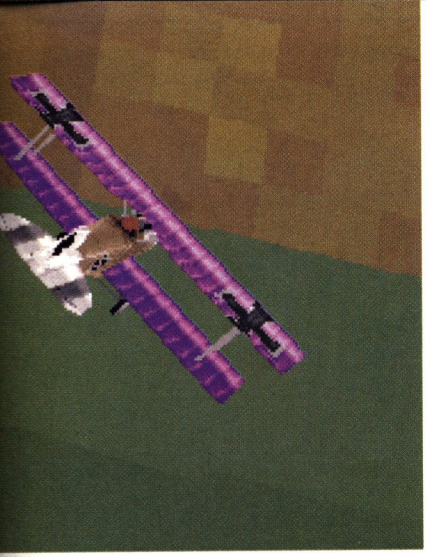
Prosecution: Whatever they are for, I suggest that they are ill-conceived and over complicated. I suggest further that they get in the way of whatever gameplay there might be. (Which, as I have already suggested, is little).

(Bottom) Objection overruled. Bring on the next witness.

Dawn Patrol: Yes, but it's okay when you finally learn them.

Prosecution: Thank you for underlining





my point. Your use of the word "finally" has, I hope, been recorded by the jury. No further questions m'lud.

Judge: At last. You may sit. I now call the counsel for the defence.

SCENE FIVE

(In which the defendant has an easy time)

Defence: The jury will have noted my learned colleague's concern regarding the so-called lack of involvement in the game *Dawn Patrol*. I will now attempt to clarify the matter using a series of what I call...

Judge: ...Do get on Mr Arbuthnott, I've got an appointment at Madame de Sade's



Torture Parlour in half an hour.

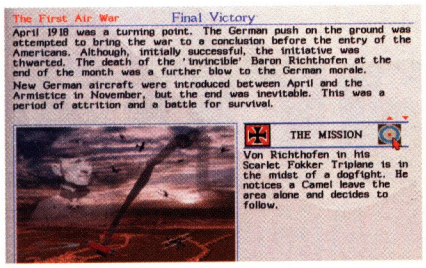
Defence: Sorry m'lud. *Dawn Patrol*, how would you feel if I were to refer to you not as a computer game per se, but instead as an interactive book?

Dawn Patrol: I would probably be quite happy about it, because that's pretty much what I am.

Defence: Yes, an interactive book. So, you would contain a certain degree of what people call "edutainment value"?

Dawn Patrol: Yes. You can read about certain events which happened in the First





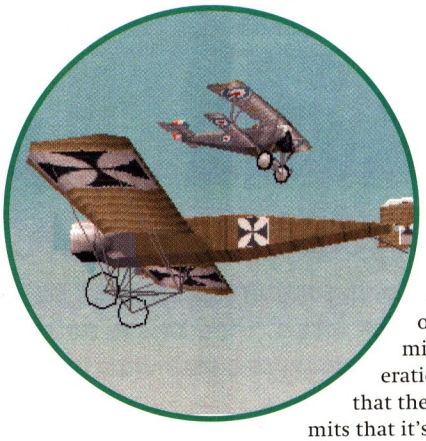
World War and then relive the experiences yourself – actually controlling the aircraft involved. You learn the pilots' names, get a minor insight into their psyches, see for yourself exactly what they were up against, learn to appreciate different handling characteristics of the aircraft, and so on.

Defence: I see. And the exclusion of a major war campaign was quite deliberate?

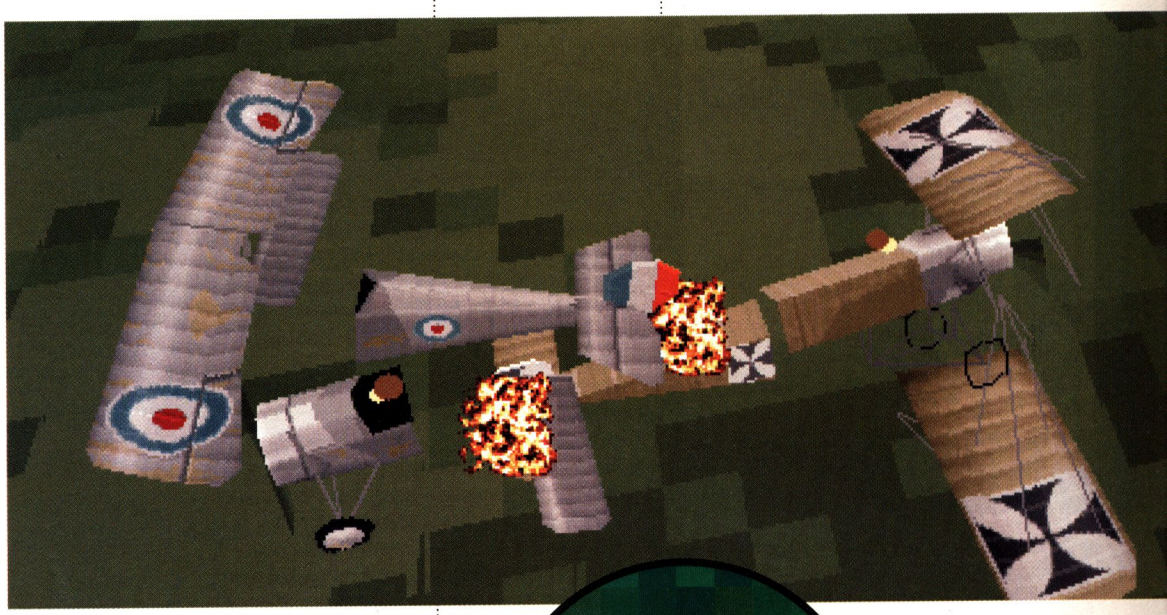
Dawn Patrol: Of course. I wanted to be a bit different, you see. I thought it was nice that I was something you could just dip in and out of.

Defence: And you have excellent graphics, if I may say.

Dawn Patrol: Thanks. You've a nice bum.



(Below) M'lud, I bring the jury's attention to the excellent collision scene between two enemy aircraft. (Etc.)



Defence: (Ahem.) And the flight models and enemy intelligence are good. And all the aircraft have different cockpit instrumentation. And the padlock views for close dogfighting are superb.

Dawn Patrol: Yes, yes, yes, tell me more.

Defence: There's no need. No further questions m'lud.

SCENE SIX

(In which the judge sums up)

Judge: Ladies and gentlemen of the jury, you have heard the evidence for the prosecution and you have heard the evidence for the defence. I should point out that the second count, of having too many keyboard commands, is a minor offence – bear this in mind during your deliberation. However, the fact that the defendant clearly admits that it's an "interactive book", rather than a fully-fledged game, may be of some concern to you. Some may come to the conclusion that this is a good idea. On the other hand, you may decide that it is a nice idea which doesn't quite come off. I leave you with my own thoughts, which echoes the second school of thought: *Dawn Patrol* is perfect for a browse now and again, but for long-term satisfaction you may find better reading elsewhere. Z





SCORE

An excellent interactive book, but the chapter titled "game" is missing.

Minimum Memory: 555 base ram (plus 2.2 EMS)

Minimum Processor: 386

Hard Disk Space Required: 20Mb

Graphics Modes Supported: VGA, SVGA

Sound Cards Supported: AdLib, Roland, SoundBlaster

Controls: Mouse, Joystick, Throttle pedals

Price: £44.99 **Release Date:** Late October '94
Publisher: Empire Interactive
Tel: 081 343 7337

Total Carnage

"There's nothing like a good arcade game," said Paul Presley as we handed him the disks. "And this is nothing like a good arcade game," replied everyone else wearily.

THE GREAT thing about PC arcade conversions is that no one expects them to be any good. Let's face it, if PCs had been meant to run shoot 'em ups, God wouldn't have invented DOS. But *Total Carnage* came as a bit of a surprise by actually being pretty good, and this coming from a man who normally loathes anything with the words "Power-ups" in it.

I'll make no secret of the fact that I can't play arcade games. I've got the reflexes of a frozen turkey and the hand/eye co-ordination of a blind snake, but I must admit to becoming fair near hooked on this version of a game that's been doing the rounds for



quite a while now on other, more keypad-orientated machines.

So what's the deal?

I could go into lengthy discourse about the plot but let's be realists about this – you and I both know that the only thing that counts is shooting everything that moves, everything that stands still, everything that stands still but looks like it will move and everything that doesn't move, doesn't look like it'll move, but it's best to be sure so we'll shoot it anyway. And believe me, *Total Carnage* lives up to its name. I haven't seen a body count this high, with this much blood since Macca last played *Doom*.

Total Carnage is hard. Even in two-player mode. The enemy comes from all directions, has a multitude of weapons and tends to employ the "if we all rush him at once he might eventually run out of bullets" technique. To counter this, *Total Carnage* uses a slightly odd control method, one that you might not take to as easily as perhaps you should.

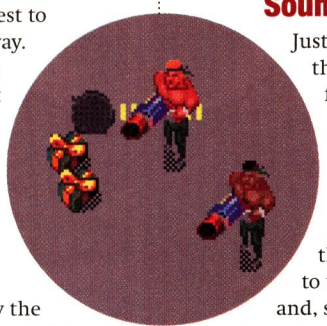
Moving the joystick left or right rotates your on-screen persona rather than just moving him in the required direction. Not only that, but if you hold down fire, your character doesn't turn at all but strafes in a single direction instead. This is all well and good for arcade machines and computers with decent control devices, but I think we all know what an absolute pain in the arse PC joysticks can be, don't we? What normally happens is, while you are struggling to turn your character around to face the oncoming horde, the oncoming horde has already come on and beaten you about the head a few times.

Pretty good, you said?

Technically, however, *Total Carnage* is a nice piece of work. For once, the PC handles the four-way scrolling very well and everything moves at just the right speed. The graphics are pretty faithful to the arcade original (very much cartoon violence, in case all you mums were worried), and the only quibble I have is with the sound. Not much support for anything other than a SoundBlaster, and even here the effects and music are pretty standard. A pity, some nice *Doom*-style FX would have matched the graphical action nicely.

Where it really works is in the playability stakes. Although I moaned a bit about the control method, let's not forget that I rank somewhere between root vegetables and people from Letchworth on the games-playing prowess chart. Even so, despite my inherent crapness, *Total Carnage* was still a lot of fun to play. The kind of fun you can only get when you're blowing away armies of racial stereotypes with a flamethrower. You know – good, clean fun.

Sounds a bit like Doom



Just a little bit. It's not *Doom*, though, and don't be fooled for one moment into thinking that it could be. *Total Carnage* is by no means an essential purchase, but it's definitely a fun one.

As with a lot of games, the two-player option adds to the enjoyment immensely, and, surprisingly, doesn't slow down the machine or cause any major hardware hang-ups. *Total Carnage* is not the year's greatest game, but it is better than most of the arcade conversions we've seen of late.



(Above) And then his heart went "Boom!" Closely followed by his liver, his spleen and various other organs.



(Right) Strategy be damned. Kill, kill and kill some more. Everything that moves is usually a bad guy. The only bad point is you can't kill the hostages.



(Left) Double your fun, double your pleasure, halve your bonus score.

74 SCORE

Good, challenging fun. Unless you're from Letchworth.

Minimum Memory: 2Mb
Minimum Processor: 386DX
Hard Disk Space Required: 10Mb
Graphics Modes Supported: VGA
Sound Cards Supported: SoundBlaster and compatibles
Controls: Keyboard, mouse
Comments: DOS 5.0 or above required; Hayes-compatible modems supported; 132-column printers supported

Price: £27.99 **Release Date:** Out now
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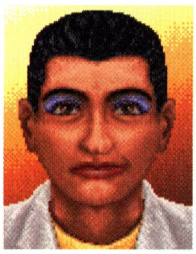
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Transport Tycoon

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(Right) My God. Ilie Dumitrescu wears eye shadow.

IF SOMEONE had originally plonked me down in front of *Transport Tycoon* and told me that it was the latest game from Maxis, I wouldn't have doubted them for a moment. You see, everything about *Transport Tycoon* screams *Sim City 2000*... from the art nouveau title screen, to the music, to the graphics (incredibly neat and detailed and with a beautifully implemented *Windows* system for all those sub-menus and graphs and whatnot). But, of course, *Transport Tycoon* isn't a Maxis game – it's from MicroProse. But the really amazing thing, and my mouth is truly agape in astonishment as I say this, is that the entire game was written, coded and drawn by a team of two. Yup, just two blokes. Talk about pioneer spirit. And don't for even a pico-second think to yourself "Yeah, but if it's just been done by two people, there must be something a bit shonky about it somewhere along the line," because there's not a creak in sight. I'll say it here, at the beginning of the review, that *Transport Tycoon* takes *Sim City 2000* and... well, it doesn't piss on it exactly, but it does sort of slap it around the face a bit. Let's say it's about one and a half times better than *Sim City 2000*: but, of course, that's simply the aesthetic side. For the actual gameplay itself we will have to make comparisons elsewhere....



(Above) You can customise the difficulty levels to your heart's content.



"...Transport Tycoon takes Sim city 2000 and... well, it doesn't piss on it exactly, but it does sort of slap it around the face a bit."

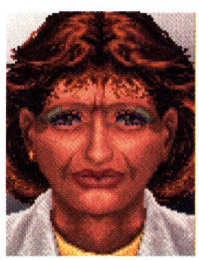
It's not a Sid Meier game

Railroad Tycoon (RT). What a blast from the past, eh? Yet another one of those classic Sid Meier games that have never been bettered: until now, that is. It's completely obvious that the geezers behind *Transport Tycoon (TT)* played *Railroad Tycoon*, loved it to bits, and decided to take things a stage further... and exactly what "a stage further" translates into is as follows.

1. The graphics: *RT* was a simple and rather dull "top-down" affair, in lo-resolution. As you can plainly see, *TT* is a gloriously hi-resolution, isometric orgasmo-blast from the planet Boing.

2. The vehicles: In *RT* you controlled the railroad: you built stations and track, trains and wagons, and you transported stuff around. And you do in *TT*, as well. However,

(Below) Oh, I say, this woman's got a very dirty looking neck, hasn't she?



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Transport Tycoon



(Right) Transport Tycoon – the only strategy game guest starring The Jackal.

(Below) Ilie Dumitrescu - footballer or tycoon?





in the latter you don't have to just do it in trains. You can build a bus and trucking empire, or you can do a Richard Branson, or even dabble in the shipping mogul trade, a la Onassis.

3. The competition: In *RT* the computer-controlled opponents sort of cheated... they weren't bound to the same rules as you, the player. What's more, you couldn't see what they were up to, because all their equipment – trains, depots or whatever – was off limits. In *TT*, not only are the computer-controlled players faced with exactly the same challenge as you, but you can also check them out in detail. (Even to the point of clicking on one of their, say, aircraft, and finding out what's on board).

4. The towns: In *RT* the towns simply grew in size on their own as you shipped goods and passengers between them. While the same sort of thing happens in *TT*, you do have a bit more control. You can pay for advertising campaigns, for instance, to tempt people to move in. Or you can finance house building projects. And so on.

5. Link up: In *RT* there was no head-to-head, link-up option. In *TT* there is: and I can imagine head-to-head play on *TT* would be as brilliant (in its own way) as head-to-head play in *Doom*.

A rip-off hybrid?

So let's sum up thus far. *Transport Tycoon* is a bang up-to-date version of *Railroad Tycoon*, with sonics and visuals that are straight out of a Maxis game. Does that make it totally unoriginal? Er, yes, but I think the point here is that it doesn't matter. It's beside the point. For starters, *Railroad Tycoon* has always been a game in need of a sequel... so who cares that it hasn't been produced by Sid Meier? (Especially as he and his posse wouldn't have done half as good a job as these blokes.) (Probably.) For seconds, if you are going to do a sequel to *Railroad Tycoon*, then what better approach to take than the Maxis one? First-person perspective, guru-shaded polygons would not have worked, after all, and I can't really see it as a platform game. So there you go. Seeing as a second *Railroad Tycoon* was bound to exist eventually, rather than say "rip off, rip off", I reckon we should all be glad that it's been done in the way that it has, and with such panache.



(Above) A multiplicity of railway station designs are open to you.

Get on with it...

Okay, so back to an explanation of the actual game itself, and essentially it's quite straightforward. At the beginning of a game (after you've set the difficulty and scenario options, which can only be described as extensive), you're faced with a gigantic landscape. And believe me, it's enormous: don't quote me on this, but it "feels" about four times bigger than the one in *Sim City 2000*. But anyway, so there it is. Scattered about randomly are numerous isolated communities. Some are villages, some are small towns, but as I said, they're isolated. They each have their own internal



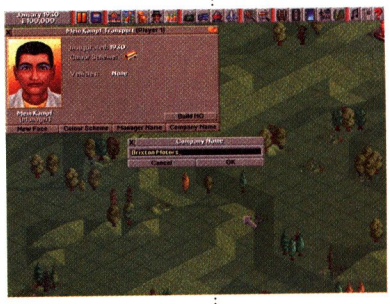


(Left) One of the game's almost legendary windows.

road systems, but are miles away from one another and not connected in any way. Then there are the farms, factories, coal mines, ore mines and whatnot. They're randomly scattered about too, and are also isolated... to greater and lesser extents. Your mission (should you choose to accept it) is simply to "join everything together". Or something like that. Actually, it's worth mentioning here that simply "joining everything together" isn't simple at all. In fact, it's bloody hard work and requires intense concentration, patience, planning and logic. Not to mention a near photographic memory. It's also worth mentioning that you can play this game as a sort of giant train (car/plane/ship) set. In other words, you can turn the opposition off altogether and tackle the empire building process as a monopoly. (A good move when first learning the game... it means that your three-mile long railroad isn't scuppered at the last moment by some computer-controlled opponent, placing an airport and three loading bays in exactly the same spot your superb station was going to go.)

Windows, Windows, Windows

I briefly mentioned the *Windows* system earlier, but I'll reiterate anyway. It's excellent. Far superior not only to *Sim City 2000*, but to any game you care to mention. (Not that there are that many DOS games with *Windows* systems, sure, but you know what I mean.) For instance, every single window is fully interactive at all times. Here's an example. Let's say you build a bus and send it on a passenger service between town A, town B and town C. And let's say that for some reason you want to check up on its progress for its first month in service. You can either follow it in the main game view, or, if you prefer, just click on it and a small, draggable window with the bus in question centred, will appear.



Now you can go elsewhere on the map and continue, say, with work on your rail link between town F and town G: and all the while your bus is in sight. And then, let's say, you notice a different coloured vehicle overtaking your bus. (Things do overtake, by the way.) You are rightfully alarmed. It's a vehicle owned by one of your competitors. So what's it up to? Easy to find out, because you simply move the mouse pointer into the small window in question, click on the "enemy" vehicle and a new window appears. It's the enemy vehicle window. Exactly the same as your "bus" window, but this one contains the enemy details. You discover that it's, say, a goods truck, and it's fully loaded. You can even find out where it came from and where it's going to. Further-



(Below) Now bloody Robert Vaughan's in it, too.



Transport Tycoon





more you can either act on the information now, or you can just leave the window on-screen (drag it out of the way somewhere) and continue with your railway. When you have finished you can zap straight to the enemy vehicle with a click of the button. The same goes for planes, trains and ships. And even better than that, it also goes for newspapers. Yup, in traditional *Railroad Tycoon* and *Sim City 2000* style, newspaper headlines appear every so often: "Enemy Bastard Competitor Builds Airport At Croydon", for example, and there's a picture of it. Click on the picture in the paper, and voila... a window containing Enemy Bastard Competitor's Airport. Click on the "location" button and you're in Croydon. Quick, build an airport yourself, and a railway while you're at it. And so on.

Oh for more space

Transport Tycoon is one of those games that can't really be fully explored in a four-page review. I'd need ten to get you right up to speed and even then I'd have to leave out something. Suffice to say that it's, without a doubt, absolutely massive in scope and a total corker... and if you're at all into Sim City/*Railroad Tycoon* style games then this one is the most essential purchase yet. The attention to detail throughout is phenomenal. It's obviously been a labour of love. When you first start playing you can't help but find yourself being constantly impressed by this little touch and that little touch. And where as *Sim City 2000* was a bit stingy on player "rewards" (statues and suchlike), the mere fact that time chugs inexorably on in *Transport Tycoon* is enough to keep you satisfied... because you never know what's going to be invented next. Will it be a passenger jet to replace the dodgy old 1930's Dakota? A hydrofoil passenger ferry? A monorail? And so forth.

If I've got one problem with *Transport Tycoon* (and it is only one) it's that the landscape is sort of *too* vast. The one option they left out was a size customiser, for crap people like me. Z

(Above) Like Sim City 2000, everything is selected from hierarchical drop-down menus.



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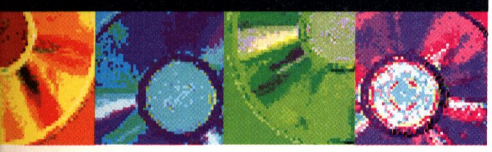
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Alone In The Dark 2

PC ZONE CLASSIC

We often see Patrick McCarthy skulking about in dark places with a teddy bear. To think he has the nerve to claim that having an affair with Bungle hasn't changed his life.

WHERE *Alone In The Dark* had you spending all your time trying to escape from a house (and destroying it in the process), *Alone In The Dark 2 (AITD2)* has you trying to get into one.

It's Christmas Eve, 1924, and Edward Carnby is contacted by his old drinking buddy and synchronised embroidery partner, Ted Striker. Apparently, the young daughter of a wealthy family, Grace Saunders, has been kidnapped and is being held in Hell's Kitchen, an evocatively-named mansion once featured in a cover article in Spooky Homes and Gardens. Striker then disappears, and it's all down to Carnby to get into the mansion and save the girl.



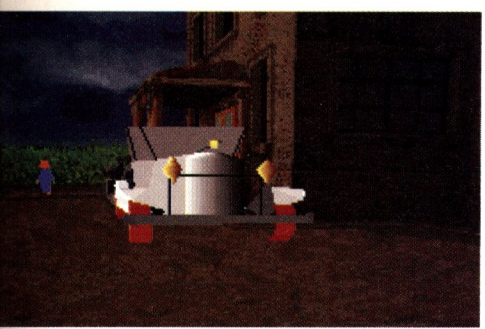
(Above) Ho! Ho! Ho! Come out ghosties, Father Christmas has go a little "prezzy" for ya.



Once again, the game is placed firmly in the scary world of voodoo, black rites and reincarnation. It turns out that the people holding the girl are One Eyed Jack, his black witch chumette Elizabeth Jarrett and a whole host of zombie pirates dressed as 1920s gangsters, equipped with machine guns rather than the more traditional cutlasses and parrots. In order to carry on being a successful zombie, Jack needs to sacrifice a child once every 100 years, and Grace is the lucky winner.

The game

AITD2 betters the original game in every way. There are more puzzles, characters, ghouls and zombies, a bigger playing area, more camera angles and the game engine has been improved. Carnby no longer walks like someone with chronic hæmmorhoids and a sharp pebble in each shoe – he walks properly, and a lot more quickly, too. The improvements also mean that a lot more people can appear on screen at the same time. This is bad news for Carnby, of course, because it means he faces clusters of bad guys at a time, but good news for you because there's so much more to look at while they kill you.



(Above) Talking of "resting" actors, Churchy Churchy Bang Bang makes another guest appearance.

The best part about the game is the variety in the gameplay: whereas in the original *AITD* you had the choice of a male or female character, but both acted and reacted in the identical fashion, with *AITD2* you practically get two games in one. At one point in the game, Carnby is captured and you then take control of the young girl. Grace, being only about a foot tall, has trouble opening doors, is scared to go down steep staircases, and has to use guile rather than brute force to evade or incapacitate the zombie killers from hell. Tricks and traps using marmalade, a teddy bear and ice cubes all come into play, and the amusing effects are something of a relief from the unremitting fear *AITD* usually generates.



The CD-ROM

As well as the expected improvement in the quality of the in-game background music, the CD-ROM version features the now traditional ehancement of digitised speech by "resting" actors, enabling them to practice their pirate accents, and you to avoid reading all the books that crop up in the game. There are also some folksy songs and a new section with a jazz band in the background.

Apart from that, the CD-ROM version simply has everything the disk version has: brooding atmosphere, constant danger and frightening confrontations. It's better than *Alone in the Dark*, and there aren't many games you can say that about. Z



A sequel that is noticably better than the original. Now that makes a nice change.

(Above middle) You can choose to play this little "spaced out" one foot high kid. Lethal or what, eh?

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Minimum Processor: 386 (486 recommended)
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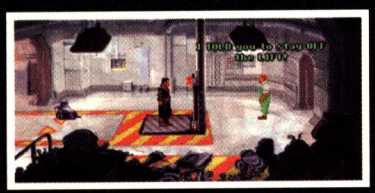
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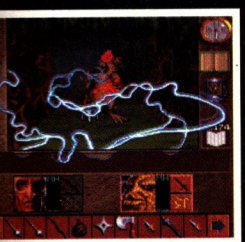




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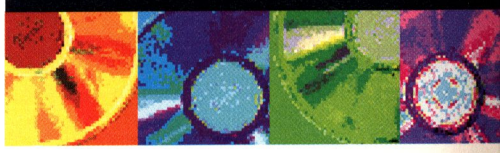
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CD-ROM REVIEW



Rise of The Robots

PC ZONE RECOMMENDED

Big robots and pretty, rendered graphics make up what is possibly the most hyped PC game of the year. John Davison dons his bullshit deflectors and checks it out.

CHANCES ARE I shall be using the word "rendered" rather a lot in this review. You see, *Rise of The Robots* is one of those games that is apparently a revolutionary new thing... i.e. it's a bit different. Okay, if you had to describe it in basic terms you would say it was nothing more than just a *Street Fighter*-ish beat 'em up with robots, but *Rise of The...* does use some novel touches.

Developed by Instinct Design, the game has been in development for what seems like eons. No doubt you have read the previews that appeared a number of millennia ago. Now then, Instinct is headed up by a chap called Sean Griffiths... and he's quite sort of famous-ish in the games world. He used to be a Bitmap Brother you see, and they were dead trendy in the 80s – a time when software houses had a stab at turning games developers into pop stars. The Bitmap Brothers were the sort of chaps that wouldn't be seen anywhere without wearing their sunglasses, and acted "cool" a lot. Instinct Design, on the other hand, are awfully good at rendering things... and whilst they don't all wear Raybans, you could argue that they're a bit cool sometimes.





(Above) Our hero has his bits fondled by an advanced mechanical verion of Mr Tickle.

(Far right) The fork-lift truck is no match for me... ha ha, take that you fiend.

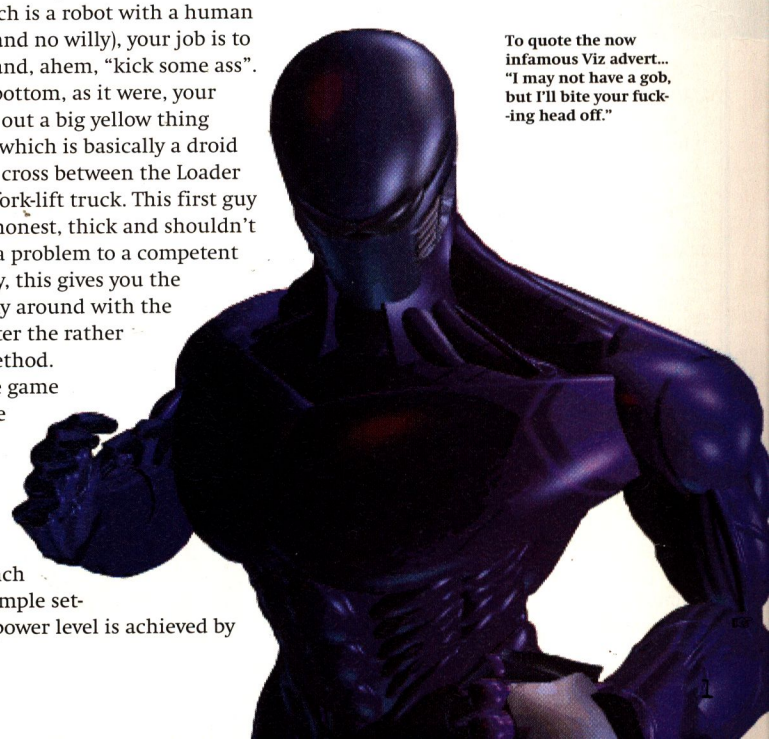
A pretty beat 'em up

As I said at the beginning, at bear bones level *Rise of the...* is really nothing more than just a basic beat 'em up. You know the sort of thing... two characters stand face to face and are forced to beat the crap out of each other until one of them falls over. Games of this genre have pitted numerous beings against each other, from aliens to bunny-rabbits, but as the name suggests, *Rise of the...* focuses on robots... huge, dirty great robots with severe attitude problems and an intense desire to clobber things.

As you'd expect, to cover the simplistic nature of the gameplay, there is a bit of a storyline to justify the gratuitous panel-beating that goes on here. It seems that a huge company, called Electrocorp, builds virtually all of the best robots in the world and, due to a minor technical hitch, things are now going terribly wrong. The latest invention, a female-shaped, polymetamorphic droid (a bit like the T1000 in *Terminator 2*) called the Supervisor, has been infected with an ego virus and has turned into a vicious, psychotic maniac (although she does have a very nice looking bottom). Rather than simply going loony on her own, though, the Supervisor is now on the rampage and having a go at re-programming every robot in sight. The result? Mayhem.

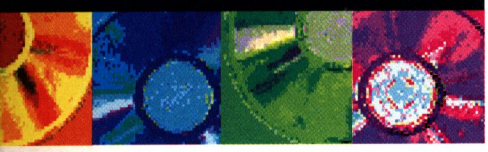
This, as ever, is where you come in. As a big, muscley-looking, Cyborg thing (which is a robot with a human brain, huge arms and no willy), your job is to go to Electrocorp and, ahem, "kick some ass".

Starting at the bottom, as it were, your first job is to wipe out a big yellow thing called the Loader, which is basically a droid loosely based on a cross between the Loader from *Aliens* and a fork-lift truck. This first guy is, to be perfectly honest, thick and shouldn't pose too much of a problem to a competent gamer. Fortunately, this gives you the opportunity to play around with the moves and to master the rather unique control method. Unfortunately, the game only allows for one fire button on a joystick, and as a result you have to learn how to get different levels of both kick and punch from just a very simple set-up. Basically, the power level is achieved by

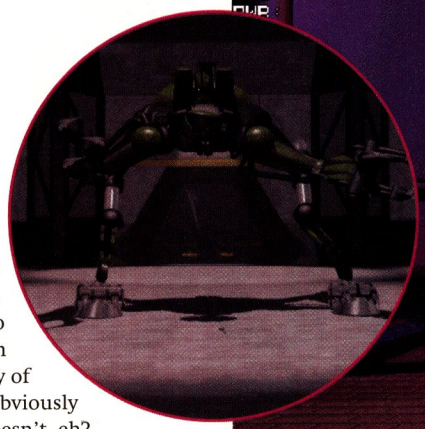


To quote the now infamous Viz advert... "I may not have a gob, but I'll bite your fuck--ing head off."

Rise of The Robots





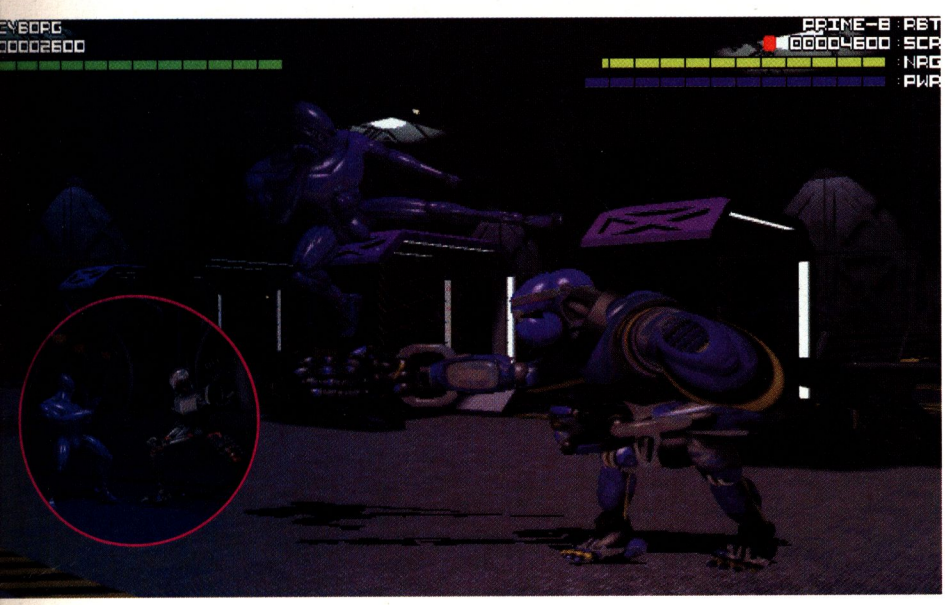


The Sentry is one of the hardest chaps in the game, and if you're crap (like me) he'll soon beat you up.

a rather novel *R-Type* style set-up whereby the move is deemed "harder" the longer you hold the fire button down for. To produce a kick or a punch, though, you have to move the joystick to either the left or right after the button has been pressed. It may seem a fairly arse-about-face way of doing it but it does actually work rather well. Obviously it takes some getting used to, but hey... what doesn't, eh?

Beyond this first meanie you then have five further robots to beat, which range from the ape-like "Builder", which bangs its chest and does an admirable impression of Thing from *The Fantastic Four*, to the obviously Japanese inspired "Sentry", which is both huge and exceptionally hard. As you would expect, the game ends with you taking on the Supervisor herself as she morphs herself into all kinds of loony shapes and then beats the shit out you. (You really don't stand a chance with this one... would somebody please tell me the cheat!)

As a one-player game, you take each of these chaps on in sequence, but thankfully there is also a two-player game where you can



go head to head with a chum and learn all kinds of extra special moves to brighten things up a bit. Fancy making yourself invincible or even turning all your opponents' special attacks off? Thanks to a ludicrously difficult to access bunch of movements, you can. It makes things that little bit zanier at least.

(Above) The ape-like Builder is slow, thick, but incredibly tough.

(Below) The green guy goes for his fatal foot-tickling move.

Pretty rendered stuff

Although the gameplay isn't going to win any design awards, the graphics no doubt will. Everything in the game has been rendered using 3D Studio... the backgrounds, the cut scenes, all of the characters, the menu screens and the game sprites. If it's got bright highlights and shadows on it, it's undoubtedly rendered and to be frank, it looks great.

Now, with all this detail being thrown around in SVGA (there is a VGA version coming out as well but we've not seen that yet), you'd expect the game to require a hefty amount of processor muscle. Fortunately, however, it will run on a 486SX25, but the most important aspect is the video card. If you have a decent SVGA board that supports DOS applications rather than Windows, you're totally sorted.

Presentation-wise I would say that *Rise of The Robots* is virtually perfect. It looks amazing and sounds brilliant. If you're a saddo Queen fan, you'll also appreciate the fact that curly-follicled, guitar maestro Brian May is responsible for all the tunes in the game, with just a few bits nicked and remixed from the *Back To The Light* album (harmony guitars are the order of the day throughout). The tunes suit the game surprisingly well and coupled with the wonderful sound effects, make for a wickedly atmospheric experience.

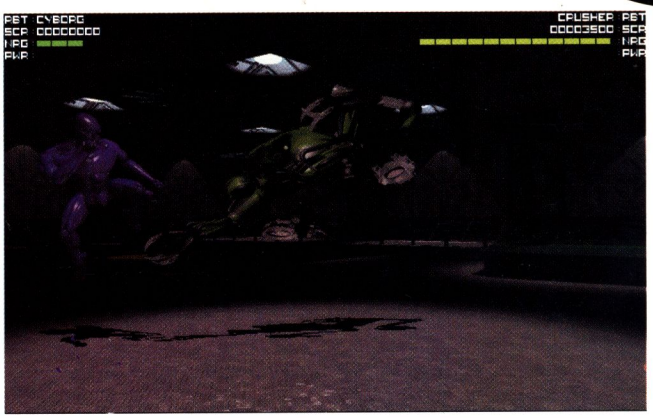
Apart from the unusual control method I mentioned earlier, my only other complaint about *Rise of the...* is actually caused by the complexity of the presentation. Apparently, because the rendered sprites are so complex, they can't actually turn around, which basically means that you can't ever jump over your opponent in true *SFII* or *Mortal Kombat* style. It's not a major quibble, it just strikes me as a bit odd when everything else seems so good.

As far as beat 'em ups go on the PC this is quite possibly the best I've seen yet. To be honest, the alleged "King" *Street Fighter II* was crap, and *Mortal Kombat* left a lot to be desired. So, if you really want a good beat 'em up and haven't got a console... this is the mutt's nuts. Z



SCORE

Gorgeous looking graphics with surprisingly decent gameplay.



Minimum Memory: 4Mb (8Mb Recommended)

Minimum Processor: 486SX25

Hard Disk Space Required: 9Mb

Graphics Modes Supported: SVGA

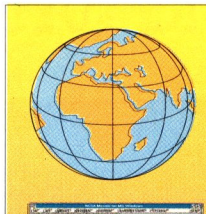
Sound Cards Supported: All major sound cards

Controls: Keyboard, Joystick/Joypad (recommended)

Comments: You need a good, fast graphics card with plenty of memory on it... and make sure it supports DOS rather than Windows applications.

Price: £tba **Release Date:** November
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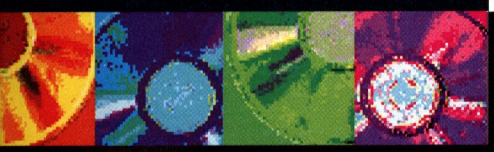
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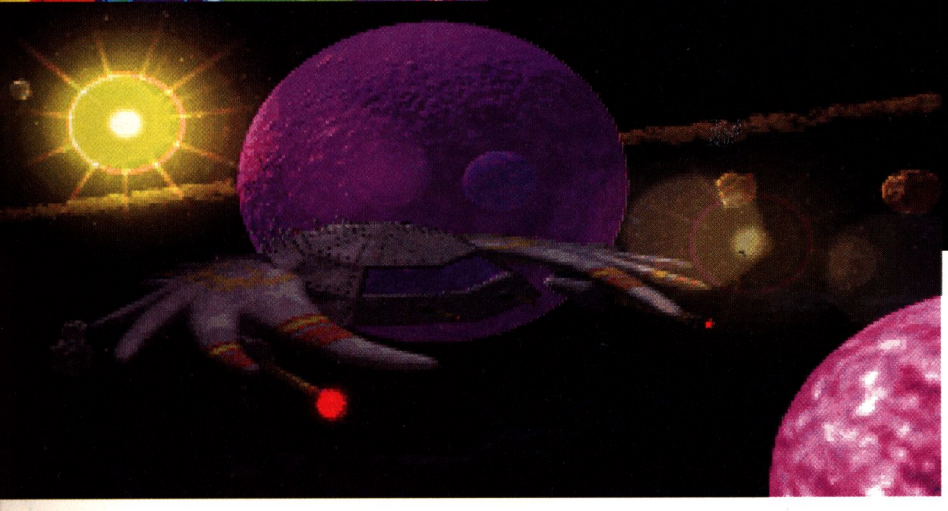
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Star Crusader





Star C

(Top Middle) This handy little viewer shows you all the pretty ships right up close.

Gametek takes another giant leap into space with its new combat sim. We sent Chris Anderson off to find it.

ONCE UPON a time there was a little cracker of a space combat sim called *Wing Commander*. Journos all across the land loved it to death and fell over themselves trying to heap as many congratulatory superlatives on it as they could muster up. PC gamers nearly wet themselves with delight when they played it, and loudly proclaimed that it was without doubt "the best". Then came *X-Wing*. The press went wild again. "This is *Star Wars* on your PC," they said. "Wow, this really is like flying about in space," said the slightly less imaginative public. And so it came to be that the humble PC, which before the release of the aforementioned games had nothing much to offer in the way of arcade action and was the source of much amusement for Amiga owners all around the globe, suddenly had two "classics" it could call its own. Since then, various attempts have been made by software houses to "emulate" either *Wing Commander* or *X-Wing*. Which brings us to *Star Crusader*.

(Below) This database gives you the gen on all the alien nasties.



(Middle Right) It's amazing what you can do with a laser gun and a bad attitude.

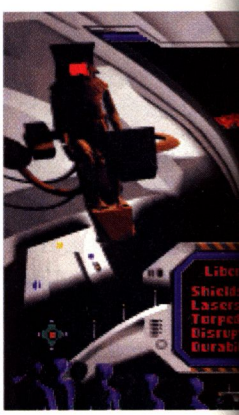
Head To Head



They say that a picture can paint a thousand words. That may be true, but what they don't tell you anything about the gameplay. Basically, as far as gameplay goes, some games have it, and some don't. When *Wing Commander* first arrived, it was universally agreed that it had gameplay written all over it. Since then, a lot of people seem to have changed their minds. *X-Wing* has a much wider appeal, and almost everyone seems to love it. How the PC games world reacts to *Star Crusader* remains to be seen, but if people take to it the way they did to *Wing Commander* and *X-Wing*, frankly, I shall be amazed.

Have CD will speak

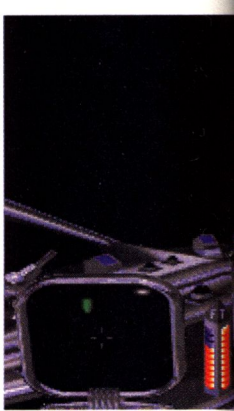
Star Crusader is not exactly a *complete* rip-off of the aforementioned games. To start with, it has a strategy element which comes into play halfway through the game. This involves you managing and deploying the ships and resources of the Gorene Empire (your lot), as you attempt to annihilate the alien races of the Ascalon Rift (the other lot), become the "King of the Rift" and so win the game. Also, the CD version, (i.e. the one under review here) is liberally furnished with tons and tons of digitised speech for the characters. From the unusually long and impressive animated intro, right through the whole of the game, all of the characters speak. This would have been a plus point if it wasn't for the unconvincing vocal delivery from the actors who did the voice-overs. The acting is insufferably melodramatic and many of the characters sound as though their parts have been played by the same person. Where *Star Crusader* is similar to *X-Wing* and co., though, is in the combat section, which happens to be where you'll spend most of your time in the game.



And so on to the game

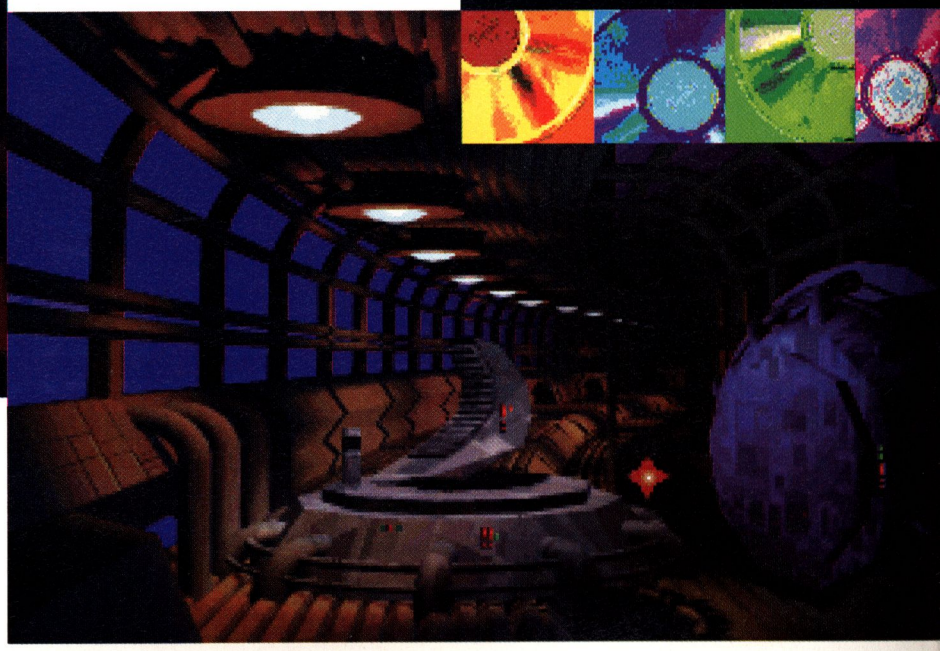
Try to imagine a game that uses *X-Wing*-type polygon graphics and has the overall look and feel of *Wing Commander*, and you have got a pretty clear picture of what *Star Crusader* is all about.

During the time I played this game (over the course of a few days), I lost count of the amount of people in our office (and other offices in the building) who came up to me and said "*Wing Commander* or what". There are two major points to take into consideration with a game that is so heavily influenced by its competitors in the genre. Firstly, can the "similarities" be justified by the fact that *Star Crusader* positively wipes the floor with everything that's gone before it. I'm sure we can









usader

forgive almost anything in a game (even blatant plagiarism) if it sends the punters wild with delight when they play it. Failing that, the only course of action is to judge the game on its own merits. Being a *PC Zone* reader, you're obviously very smart and clever, so you've probably guessed by now that *Star Crusader* falls firmly into the latter category. Here then, is a run-down on the highs and the lows, the smart bits and the naff bits, and what made us laugh and what made us cry about the *Star Crusader* experience.





Fallen star

It's rather unfortunate for *Star Crusader* that most of the game revolves around the combat system and not the strategy element. My first reaction when I was told the game was very strong on strategy while at the same time offering the player tense, exciting combat sequences (or words to that effect) was to jump to the conclusion that I was about to review a combat sim that was genuinely unique. As it turned out, I'd been prematurely optimistic. Although the visuals in *Star Crusader* pass a nod in the direction of *X-Wing*, the actual gameplay (i.e. the important bit) is very *Wing Commander* in concept and style. However, *Wing Commander* it most definitely is not. The missions in *Star Crusader* are varied and there are plenty of ships to fly (and fly against), but it just doesn't have the nail-biting tension or style inherent in Origin's original classic. I found myself plodding my way through the missions just to get them out of the way. To make matters even worse, the sound track that accompanies the combat scenes is dull and unimaginative, and does nothing whatsoever to increase the tension or enhance the atmosphere of the sadly, lacklustre battle scenes.

So much for that then. There is another side to the game, however. Let's have a look at it, shall we?



On the brighter side

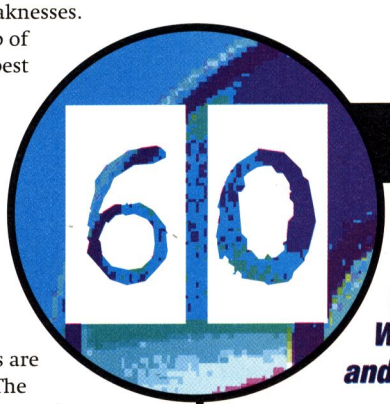
The strategy side of the game is better. There is a resource management element in which you have to weigh up the amount of ships at your disposal and decide how many to send on particular missions, based on your resources and how heavily powered they are. You also have to decide which pilots to use. They all have different strengths and weaknesses.

It's easy to fall into the trap of consistently sending your best pilots on all the missions and watch them all get wasted one by one, leaving you with a bunch of rookies for your next mission. You can also train your rookie pilots to make them more effective in combat, and capture enemy ships for your own use (some of the alien ships are far better than your own). The strategy side, it has to be said, is fairly involving, if not particularly exciting.

In summary, *Star Crusader* has neither the excellent presentation of *Wing Commander*, nor the superb gameplay of *X-Wing*, and the strategy element does not compensate for the mediocre gameplay in the battle scenes. I know that everyone has their own favourites with this type of game, so it follows then, that there may actually be people out there who will jump into the combat scenes in *Star Crusader* and like it. It's just that we didn't. Z



(Above) Halfway through the game you get to take control of the whole show.



SCORE

Basically, *Star Crusader* is a poor man's *Wing Commander*.

Minimum Memory: 2Mb
Minimum Processor: 386 or better
Hard Disk Space Required: 8.3Mb
Graphics Modes Supported: VGA
Sound Cards Supported: Roland, AdLib, Sound Blaster, SoundBlaster Pro, Soundmaster 3, Pro Audio Spectrum
Controls: Joystick, mouse, keyboard
Price: £39.99 **Release Date:** Out now
Publisher: Gametek **Tel:** 0753 553 445

(Above) Hone your battle skills in the simulator room.

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THE ABC OF MPC

Choosing a multimedia upgrade kit, CD-ROM drive, or even just a plain old sound card can be an absolute nightmare. We rounded up all the multimedia bits and pieces we could find and gave them to Dave Mathieson. In this, the *PC Zone* definitve guide to all things multimedia, he puts them all through their paces and then, (because that's the nice, caring sort of guy he is) he tells you which ones are most deserving of your hard-earned cash.

You don't have to be a particularly old git to remember the days when PC owners hung their heads in shame at the hopeless games-playing capabilities of their machines. While their Amiga-owning mates enjoyed colourful graphics and four-channel stereo sound, the best that PC players could expect was a four-colour golf game with crappy, bleepy sound effects.

Happily, things have changed dramatically since the bad old days as games developers have realised that it's a crime to waste the superior power of most PCs on spreadsheets and databases, and they've pulled their collective finger out and started to produce games that make their console cousins look about as exciting as a British Legion bridge evening.

Although their graphics and processing power are suited for games, the one glaring inadequacy of PCs as games machines is their inability to produce anything but the most basic of sound effects. Up until a couple of years ago, the only options available were either an AdLib music card, which could provide background music to games, as well as synthesised bleeps and the like, or a SoundBlaster. The original SoundBlaster card provided AdLib compatibility for music, but also contained a chip that provided 8-bit digitised sound effects. In spite of the fact that they could only play one sound effect at a time (compared to the Amiga's four), and that the music sounded like a cheesy, early-eighties synth band, Creative sold loads of these cards and for the first time PC owners were given a taste of what they had been missing.

While 8-bit cards do the job, to get the most out of the latest games and multimedia applications, you really need a 16-bit sound card. (These cards are the minimum if your PC is to comply with MPC Level 2 – see MPC section on page 130.) As well as the sound quality of the samples themselves, there's nothing like hearing a monster roar behind you when playing *Doom* in stereo to make you wish that you'd worn brown trousers.

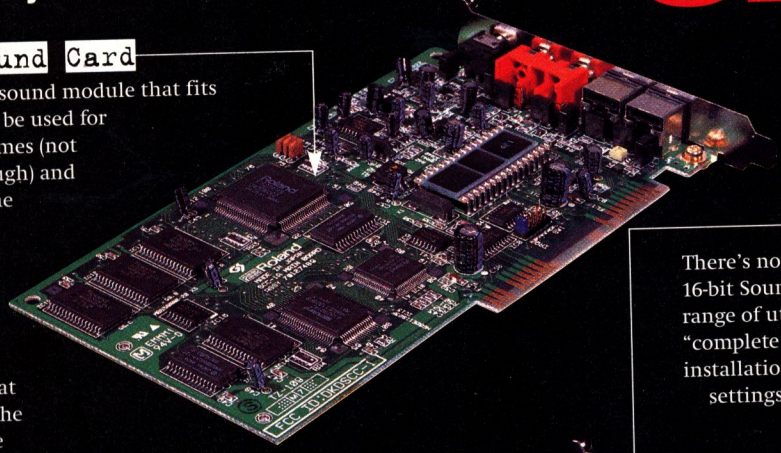
The other piece of kit that is becoming increasingly important to the '90s gamer is the CD-ROM drive. The main advantage of these drives is their monster storage capacity; one disk can contain over 600Mbs of animation, sound effects and video clips, and these, combined with decent gameplay, can bring new levels of realism that'll make you even less inclined to do anything useful in your spare time. Apart from the increase in playability which CD-ROMs bring, many games can also be played straight from the CD, saving loads of hard disk space.

Okay, you've heard the arguments for spending even more of your wad on new kit, but you need some guidance through the multimedia forest of double and triple-speed CD-ROM drives, 16-bit stereo sound cards and wavetable synthesis. As luck would have it, your super, soaraway *Zone* has rounded up the best kit on offer, and presents you with this Christmas guide to what's worth having in the sexy world of CDs and sound cards.

SOUND CARDS

We all know that decent sounds can turn a game from a 2D blur of pretty colours into an interactive monster that sucks you in and keeps you playing for weeks, but to hear them you're going to need some special hardware. Here are three very different cards to help you and your PC make beautiful music together.

Roland SCC-1 Sound Card



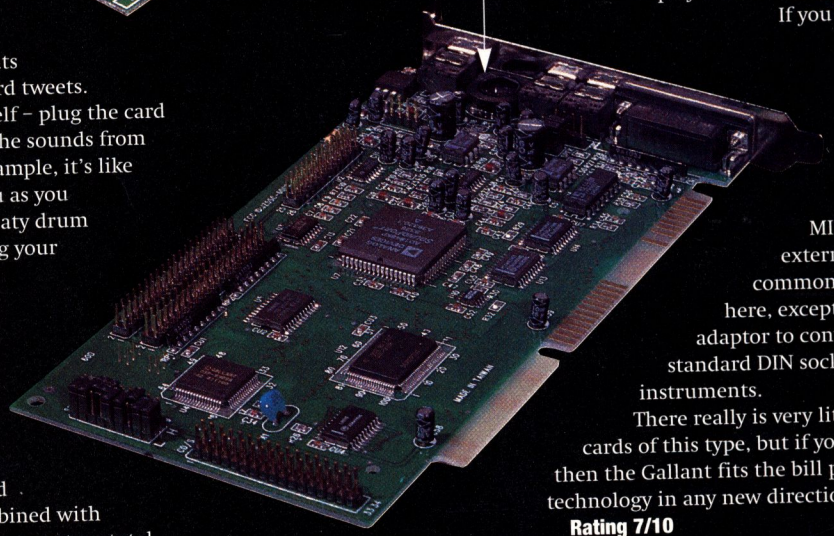
The SCC-1 is a General MIDI sound module that fits into your computer and can be used for playing back music from games (not digitised sound effects, though) and applications that support the General MIDI standard. General MIDI is an attempt by sound hardware manufacturers to standardise the playback of MIDI data so that all compatible devices use the same channels for the same instruments. Without this system you get all sort of bizarre results, such as drum beats being played on a flute and bass lines as bird tweets.

Installation of the SCC-1 is simplicity itself – plug the card in, select the I/O address and... Let's rock! The sounds from this card are excellent, and in *Doom*, for example, it's like having a huge band playing along with you as you embark on your killing spree, with big, meaty drum rolls and pumping bass-lines accompanying your every gunshot.

For the MIDI musician on a budget, the SCC-1 is a great way of getting started, and combined with some form of sequencer, you'll soon be pumping out those grooves well into the wee hours. If you just want the best possible audio accompaniment to your game playing, and you've got spare cash, then this card, combined with a SoundBlaster compatible unit, will give your set up total audio supremacy.

Rating 8/10
Price: £285

Gallant SC-60



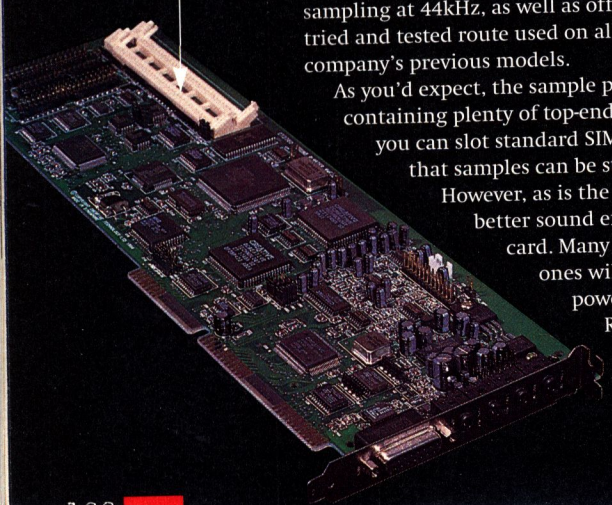
There's not really a lot to say about this one. It's a bog-standard 16-bit SoundBlaster compatible card that comes with the usual range of utilities, ranging from the fairly useful to the "complete waste of disk space" kind. Once again, the installation routine takes you through the usual IRQ and DMA settings, and once it's set up, gives you decent sample playback for sound effects, and okay music.

If you yearn for those more realistic instruments, there's a wave table upgrade available, but again unless you're a musician, this probably isn't necessary to enjoy most games. The card also has full MIDI capability if you want to use external sound modules, but in common with all the cards reviewed here, except the Roland, you'll need an adaptor to convert the joystick port to the standard DIN sockets used by all MIDI instruments.

There really is very little to choose from between cards of this type, but if you're only interested in games, then the Gallant fits the bill perfectly, without taking sound technology in any new direction.

Rating 7/10
Price: £85

Creative Labs SoundBlaster AWE32



This is the top-of-the-range sound card from Creative Labs, and it enables full 16-bit stereo sampling at 44kHz, as well as offering wavetable-based sounds. The installation follows the tried and tested route used on all Creative's cards, and it is fully compatible with all the company's previous models.

As you'd expect, the sample playback and recording facilities are first-rate, with the sounds containing plenty of top-end "zinginess". One important extra feature of this card is that you can slot standard SIMMs (the memory chips used in all PCs) into the card itself so that samples can be stored on the card, rather than using the PCs own memory.

However, as is the case with a lot of high-end sound cards, if all you want is better sound effects for games, you're probably better off buying a cheaper card. Many games still only use 8-bit samples, and those that do use 16-bit ones will work just as well with a SoundBlaster 16, and so much of the power of this card is probably wasted. Nevertheless, as with the Roland SCC-1, if you're planning on using your PC for music as well as games, then the AWE32 gives you many of the facilities of far more expensive samplers.

Rating 8/10
Price: £180

Telephone Numbers

Creative Labs:
0743 248950

Gallant:
0525 372621

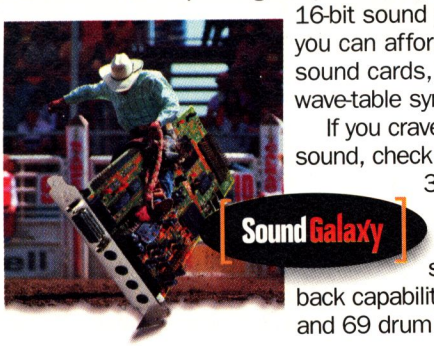


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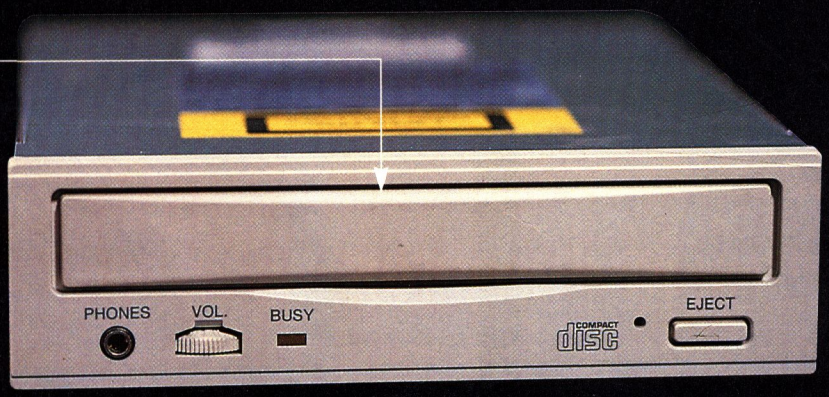
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To test these drives, we've tried them out with three CD-ROM-based games: *Rebel Assault*, *7th Guest* and *Cyclemania*. These titles are representative of what you can expect from a decent CD game, as they contain a mixture of real-time video, CD audio soundtracks and pre-recorded animations, and so a drive that can't handle them is likely to be a crap investment.

To eliminate any effect that the speed of the PC's CPU could have on gameplay (and to show off a bit), we've used a Pentium 90 for the tests.

CD-ROM DR



Panasonic CR-562

The CR-562 is probably the nearest thing there is to an industry standard for double-speed CD-ROM drives. Although it needs a proprietary interface, just about every sound card in the known universe has one included for this drive, so this shouldn't be a problem.

Installing this drive is simple, and once the hardware's been connected up and the drivers loaded, you drop the CD into the loading tray and sit back and enjoy. Both *Rebel Assault* and *7th Guest* worked without any obvious glitches, but *Cyclemania* occasionally jerked a tad, but not enough to really spoil gameplay.

If you want a cheap, double-speed drive and a hassle-free lifestyle, then you can't really go wrong here. If you're going to want to do slightly more ambitious *Windows* video stuff, then it might be worth checking out something a bit faster, but otherwise stick with this one.

Rating 8/10

Price: approx. £120

Aztech CDA 268-03I

Instead of using its own interface or SCSI, as the case with most drives, this one uses the IDE interface already fitted to your PC (the same one that your hard disk uses), which accounts for its low price. Installation is simply a matter of finding a spare ribbon connector from your PC's disk controller, plugging the Aztech in, connecting the power, and running the installation software. This software asks you if you're using the existing controller, or if you've installed a separate one for the CD-ROM. The only potential drawback is that you might not have a spare IDE connector (if you've got two hard drives, for example), so it's worth checking inside your PC before buying this drive.

Performance was similar to the Panasonic drive, but if you can fit it straight into your PC and you don't have a sound card, then the price of this unit makes it unbeatable.

Rating 9/10

Price: £99

CD-ROM Techie Stuff

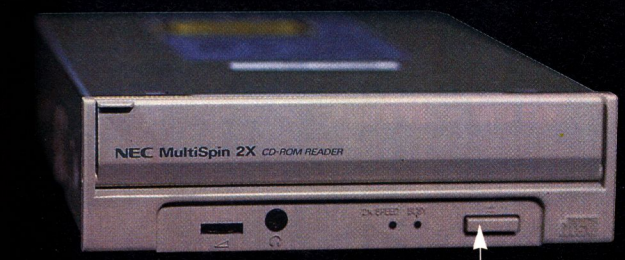
Although they're often heralded as some sort of amazing dogs-bollocks solution to everyone's computer problems, the only things that CD-ROMs have going for them is their ability to store lots of data and their relative cheapness. Sadly, they aren't anything like as fast as hard drives, and you can't record on them (yet). Their other main drawback is in the number of different ways there are of connecting them to your PC. Apart from the proprietary interfaces provided with most sound cards for certain drives, there are also IDE drives, that hook up to a standard PC disk controller, as well as SCSI.

SCSI (pronounced "scuzzy") stands for Small Computer Systems Interface, and is a standard way of connecting various peripherals to your PC (or most other computers for that matter). Its current incarnation, SCSI-2, enables data to be transferred at much higher rates than standard controllers, and so CD-ROM drives using this system are potentially much faster. The problem here, of course, is that the drives themselves are incapable of shifting data fast enough for this to make a difference, so using a SCSI interface on a standard drive for reasons of speed is about as pointless as buying a Porsche for commuting to work (a CD-ROM isn't quite as amusing as some sad yuppie git sitting in a traffic jam, however).

The obvious way of increasing the data-transfer rate is to make the disc spin round faster, and this is the approach taken by the new breed of triple- and quad-speed drives. The problem with these babies, apart from their cost, is the fact that your average PC can't really keep up with them anyway, and so much of their potential is wasted while the rest of the computer tries to work out what to do with all the incoming information. They only really start to come into their own on dead fast computers, but as your average game player's budget doesn't stretch to Pentiums, most software companies are likely to keep on producing games that will work fine on double-speed drives.

You're probably now wondering how the makers of CD-ROM drives manage to sell SCSI units at all. The simple answer is flexibility – a decent SCSI adaptor can be used to connect other hard drives, tape drives and more CD-ROMs to a system, and as SCSI isn't about to disappear overnight, it's worth going for if you're worried about long-term upgradeability. If, on the other hand, you just want to play games and don't give a toss about the future (right kids!), then you're really better off buying a drive that uses a cheaper interface.

VES





NEC Multispin 2Xi & 3Xi (SCSI)

These drives are both mid-priced units, and both have to be connected to your PC via a SCSI adaptor. If you've got a sound card with a SCSI controller, such as the SoundBlaster 16 SCSI-2 featured in the Digital Edge 3x kit reviewed earlier, then these cards can be connected to it fairly easily. If you've not got one, you can pick a separate SCSI adaptor up for about £50, so this extra cost has to be taken into account.

Both drives are very well made, with nice, chunky controls. The 3Xi uses a caddy, which some people find annoying, although it does prevent dust from entering the mechanism, while the 2Xi uses the more common "slidy-draw" approach. In common with the other double-speed drives tested, *Cyclemania* was occasionally jerky on the 2Xi, but the extra speed of the triple-speed version seemed to get rid of this minor annoyance. Otherwise, the difference between them probably doesn't warrant the extra cost of the 3Xi, although it's still fairly cheap and worth getting if you think that you'll need the extra power for other tasks.

Ratings 7/10 for both
Price: 2Xi £199, 3Xi £379



Toshiba XM3501B

This is the pick of the bunch of the drives on test here. It spins at twice the speed of a double-speed drive, which means (surprise surprise!) that it's potentially twice as fast. The problem here is that this doesn't always work out in practice, and for most applications the benefits are much smaller than this. The build quality is excellent and the extra weight of the more powerful motor gives the whole thing a good, solid feel. (Another unofficial test that we ran on these drives was to throw them at an old 286 lying around the office, and this one made the biggest dent!)

The speed of this drive does show in the games that we tested, and *Cyclemania* certainly whizzed along. The problem is that the difference isn't worth the extra three hundred quid that this drive costs – you'd be much better off spending the extra cash on a faster processor or something. On the other hand, it probably won't be long before someone somewhere works out what to do with all this extra power, and when this happens, people who own these drives will be able to strut around smugly, safe in the knowledge that they were there first.

Rating 6/10
Price: £495



Telephone Numbers

Toshiba:
081 390 1211

NEC:
081 933 8111

Aztech:
0734 814121

Panasonic:
0344 853913

MULTIMEDIA KITS

As mentioned earlier, buying a complete kit is often better value for money than forking out for individual components. However, the quality and price of such kits vary quite a bit. A good one should integrate the various components well and be easy to install, rather than being simply a load of bits in a flashy box.

To help you make up your mind, we've reviewed six such kits from Creative Labs, Aztech, Beethoven and Microsound, and given them each a mark out of ten based on price, ease of installation, the overall quality and their usefulness to game players.



Creative Labs SoundBlaster Digital Edge 3x

In contrast to the Game Blaster 16, this package is aimed at the more "serious" user, and both the hardware itself, and the bundled software reflect this. Rather than use a proprietary interface (see CD-ROM Techie Stuff on page 124), Creative has incorporated its SoundBlaster 16 SCSI-2 card to drive the NEC triple-speed drive, as SCSI-2, in theory, is capable of supporting much higher-data transfer rates.

The Digital Edge has the same nice packaging and decent manuals as the Game Blaster, the only real difference being the addition of the Adaptec SCSI software, although this is also pretty straightforward.

The software that comes with this kit contains three of the better games included in the Game Blaster (*Conspiracy, Syndicate* and *Rebel Assault*), as well as various graphics and presentation packages.

The triple-speed drive, albeit faster on paper, makes no real difference to any of the games, although the extra speed does help to make video clips smoother. While the audio side of the package is very slick, and the speakers and microphone make the Digital Edge much more suitable for general multimedia work, it would be pretty hard to justify spending this amount of money just for playing games.

Rating 5/10

Price: £520

Beethoven Supersonic Games

Based around a Wearnes CDD-110 double-speed drive and an ASP-16 sound card, the Beethoven Supersonic is a fairly unremarkable upgrade kit that offers MPC-2 compatibility and does the business as far as games are concerned.

Installation was pretty simple, except that the CD-ROM connectors could be inserted either way, while the various CDs that came with the Beethoven are a pretty good bunch, and include four games (*Tornado, F-15 III, Return Of The Phantom* and *Iron Helix*), as well as the excellent Microsoft Bookshelf.

On the whole, then, this is a pretty well put together kit, let down slightly by the annoying cockup potential in the hardware installation. Although none of the components excels in themselves, the fact that they all work well and the wide choice of software make this a good buy.

Rating 7/10

Price: £299



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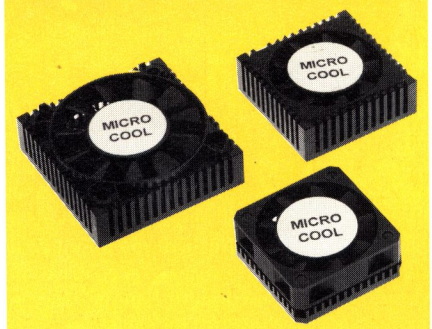
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Aztech Explorer Deluxe

The least conventional of all the kits here is the Aztech Explorer, in that it is far more integrated than the others. Rather than consisting of a separate sound card and CD-ROM drive, the drive that comes with the Aztech is a slightly wacky-looking external job that connects to the interface card using a single connecting cable.

The card that slots into the PC is fully SoundBlaster and MIDI compatible and contains a wavetable chip for those ultra-realistic instrument sounds. One of the unusual things about the Explorer is that the audio input and output sockets for microphones, speakers and the rest are on the CD-ROM drive itself, rather than on the sound card. This is dead handy as far as access is concerned, as it saves you from having to grope around at the back of your PC trying to work out which of the sockets does what. However, the downside of all this integration is that if you do decide to go for that triple-speed drive at a later date, you won't be able to use many of the features of the sound card, although it does have separate line-out for playback.

The installation software is the simplest of all the kits tested, and the kit employs "Plug and Play" technology, which basically means that you don't have to arse around with IRQ and DMA settings in order to set the whole thing up properly.

Judging by the software that came with the package, the Explorer is designed for general home use, and Broderbund's *Arthur's Teacher Trouble* was obviously included with small children in mind. Other titles include *King's Quest VI*, *Outpost*, *Ultimate Domain*, *Multimedia Encyclopaedia*, and although slightly uninspiring, the collection covers a fair amount of ground.

In general, this is a very easy kit to set up and use, but it loses a couple of marks because of the lack of flexibility for future expansion. However, if you're not worried about this, and want a complete multimedia set-up you could do a lot worse than this one.

Rating 6/10
Price: £269

Creative Labs Game Blaster CD 16

Creative Labs, creator of the original SoundBlaster cards, has a pretty impeccable pedigree when it comes to all things audio, and so it comes as no surprise that this kit has all the right bits needed to enhance your game playing. As well as a SoundBlaster 16 sound card, this kit also contains a double-speed CD-ROM drive, a pair of active speakers and a joystick.

he whole thing has been well packaged and presented, and the manuals contain clear diagrams and instructions on installing the whole lot. Another bonus for the first-timer is that the cables have all been designed so that you can't put them in the wrong way round. (Although this sounds like a completely, bloody obvious design feature, it's surprising how many manufacturers forget little things like this in their desperate hurry to flog as much gear as possible.)

As you'd expect, the quality of samples emanating from the card via the slightly tinny speakers was excellent, while the fairly impressive list of software titles that come with this package is headed by *Rebel Assault* – still the best CD-ROM game around. The other CD-ROM-specific game is *Iron Helix*, an unexciting *Windows*-based space adventure that is slightly reminiscent of *Space Hulk* without the scary bits, while the rest of the games that come with the Game Blaster set are all CD-ROM versions of titles that have also appeared on floppy, including *Sim City 2000* and *Syndicate*.

Although slightly pricier than other kits, at least three of the games that come with it are definitely worth having, and would cost about £130 if you were to buy them separately. This fact, combined with the overall quality and ease of installation, make this one of the best ways of spending £300 around.

Rating: 9/10
Price: £300



Is it worth buying a kit?

If you're an experienced gamer, you've probably already got some form of sound card, and are probably wondering if you really need to upgrade. Many current games still only use 8-bit samples, and so there's no immediate advantage in moving up to 16-bits.

This is set to change pretty soon, however, and more expensive cards have the added advantage of being able to play back more than one sample at once, as well as sounds based on wavetable synthesis. (This means that the on-board instrument sounds are based on samples, rather than being purely synthesised, giving them much greater realism.)

As for CD-ROM drives, the vast majority are double-speed, so if you've got a single-speed drive, it is worth upgrading as the slower drives have trouble keeping up during animations and video sequences, and you'll notice "drop outs" (frames being skipped) and general jerkiness. If you're feeling a bit flushed, you might consider getting a triple- or even quad-speed drive, although their benefits are doubtful on the average PC (see CD-ROM Techie Stuff on page 124).

If you've decided that you do need to fork out for a new sound card and CD-ROM, then an obvious choice is to go for one of the many kits that are around at the moment, six of which we've looked at here. As well as the two major bits, these contain speakers and a range of software to get you started. The price of these kits is not usually much cheaper than if you were to buy the hardware separately, but the bundled software is largely "free", so if it's what you want, and the hardware is Okay, then you're onto a winner.

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Chemistry (12-16 years) 13.99
Compton's Encyclopedia (OEM) ..... CD Rom 22.99
Encyclopedia Of Science ..... CD Rom 69.99
Fraction Goblins (8-13 years) 10.99
Fun School 3 (-5) or (5-7) or (7+) For Kids 16.99
Fun School 4 (-5) or (5-7) or (7+) For Kids 16.99
Fun School Merlins Maths 17.99
Fun School Paint & Create 17.99
Fun School Spelling Fair 17.99
Grolier's Encyclopedia (OEM) ..... CD Rom 22.99
Incredible Cross-sections – Stowaway ..... CD Rom 34.99
Junior Typist 13.99
Magic Maths (4-8 years) 13.99
Maths Dragons (5-12 years) 10.99
Maths Mania (8-12 years) 13.99
Merlins Maths (5-13) 17.99
Mickey's 123's (2-5) 13.99
Mickey's ABC's (2-5) 13.99
My First Incredible Amazing Dictionary ..... CD Rom 34.99
Noddys Playtime (3-7 years) 16.99
Noddy's Big Adventure (3-7) 19.99
Physics (12-16 years) 13.99
Picture Fractions (7-10 years) 10.99
Playschool (3-8 years) 13.99
Reasoning with Trolls (5-12 years) 10.99
Robin Hood (8+) 13.99
Story Book Weaver 17.99
Tidy the House (5-9 years) 10.99
The Three Bears (5-10 Years) 13.99
The Ultimate Human Body ..... CD Rom 55.99
The Way Things Work ..... CD Rom 55.99
The Wizard Of Oz (6+) 13.99
Wind in the Willows (6+) 13.99

Microsound II

The Microsound II has as its guts a 16-bit, Advanced Gravis Ultrasound sound card and a double-speed Toshiba XM-4101B SCSI CD-ROM drive, as well as a stereo microphone and a pair of headphones, all of which offer pretty standard performance, although the fact that the drive is SCSI based does offer slightly more flexibility for future upgrades.

The CD-ROM drive is controlled by a small SCSI adapter that is "piggy-backed" onto the sound card, and the arrangement seems to work pretty well, although it looks at bit weird. Connecting the whole lot up is not made particularly easy as the installation manual consists of a couple of sheets of A4 without any diagrams. It is also possible to put the audio cable in both ways round, which isn't particularly comforting to the inexperienced user, as inserting it the wrong way round can be a bit dodgy.

The software that's included is pretty crappy and the only "proper" software is *Sherlock Holmes II* and *Harvard Graphics 2.0*, the rest being photo CDs and audio bits and pieces, which won't really hold your attention for more than about ten minutes.

The good points of Microsound II are the Toshiba drive, which is well made and has the benefits associated with SCSI (see CD-ROM Techie stuff on page 124) and the price, while the bad ones are the appalling lack of documentation, the bundled software and the absence of speakers. If you know what you're doing and you don't mind the lack of decent software, then this kit might be worth getting, but if you want an easier transition into the world of multimedia you're better off spending your money elsewhere.

Rating 3/10
Price: £549



MPC

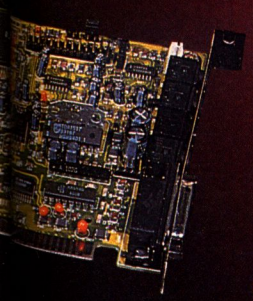
The MPC (Multimedia PC) standards were set up in an attempt to make sure that systems sold as "multimedia" machines all meet certain basic requirements. To comply with MPC Level 1, a PC must have a 386SX CPU, 4Mb of RAM, a 30Mb hard drive, VGA graphics, a single-speed CD-ROM drive and an 8-bit sound card that can sample at up to 11KHz, and that supports MIDI. It's fairly obvious that such a machine is pretty crap and the more realistic MPC Level 2 standard specifies a 25MHz 486SX, 4Mb of RAM, 160Mb hard disk, VGA with 65,536 colours, a double-speed drive CD-ROM drive and a 16-bit sound card. Although this is a far better system, if you want to play the latest games without being driven mad by slow screen updates, you really should be looking at a 66MHz 486DX2 CPU. It's also worth bearing in mind that 8Mb of RAM makes a big difference to *Windows* performance – a 486DX33 with 8Mb of RAM is often faster than a 66MHz machine with only 4Mb in many *Windows* applications.





The best of the bunch

In this feature, we have tried to give you an in-depth view of what's around on the multimedia front. Obviously, there's lots of excellent kit reviewed in the feature, but as is always the case, some products shine more than others. Here then, is the low-down on the best buys in each category.



Sound Galaxy Voyager Double Speed

One of the cheapest kits on test here, the Voyager, consists of a Sound Galaxy Nova 16 sound card, an Aztech double-speed CD-ROM drive, a pair of speakers, a microphone and seven CD titles. The kit comes with a good selection of manuals covering the various installation utilities, the sound card software and the CD titles themselves.

The CD-ROM drive itself connects to the sound card using the usual ribbon cable, and once the hardware is set up, the installation program takes you through the usual options, enabling you to fiddle with various IRQ and DMA settings. The drive is a pretty standard double-speed affair and it worked fine on the software provided. An interesting addition was the inclusion of caching software for the CD, whichthe manual claimed, speeds up the drive by up to 25 times. Although it didn't quite have this effect, it did make some difference, but if you already use SmartDrive (that comes free with DOS), you're probably better off using it for CD-ROM caching.

The Nova is basically a cheap SoundBlaster 16 compatible unit, and the output through the included speakers was acceptable, albeit a little thin. (If you want really beefy sounds, it's a much better idea to connect the card to a stereo.) The card also contains a slot for a wavetable module, which should help make it a bit more future-proof.

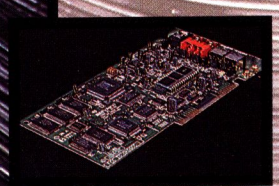
The games included in this package are the impressive helicopter blast 'em up *Comanche Maximum Overkill*, and *Indiana Jones And The Fate Of Atlantis*, both good games which enhance the appeal of the Voyager.

The price of this kit puts it at the cheaper end of the range, but overall it's a very capable and easy to install piece of kit, and well worth going for if you want no-frills multimedia.

Rating 8/10
Price: £239

Telephone Numbers

Wearnes (Beethoven):
0727 836330
Creative Labs:
0743 248590
Aztech, Sound Galaxy:
0734 814121
Microsound:
0252 714340



Super Sound

This is a tricky one. Without a doubt, the Roland SCC1 is the most unbelievably fab, sexy, and spectacularly wonderful sound card in the world. It's primarily a musician's tool but it sounds incredible for games as well. Problem is, it only supplies the music so you need a SoundBlaster compatible card if you want speech and sound effects as well. Joint winners of the sound card section then, are the Roland SCC1 and the cheapest Sound Blaster compatible card you can possibly find.



Affordable CD Shock

The Aztech IDE is the best buy of all the CD-ROM drives we tested. It's ridiculously good value for money at only £99 and it's no slouch in the performance stakes either. Also, who wants to spend loads of money on a double speed CD-ROM drive when affordable triple and quad-speed drives are (probably) just around the corner? Nobody, that's who. There you go then. Buy an Aztech. You know it makes sense.



Multimedia Magic

Most of the kits we looked at are pretty safe bets in as much as they all have fairly standard sound cards and CD-ROM drives in them, but the GameBlaster kit represents the best overall value for money. It comes with some excellent games, it's easy to install, it's well packaged (i.e. it looks nice) and it's reasonably inexpensive considering what you get. If you really need to get the whole shebang, the GameBlaster kit is the one to go for.

TROUBLESHOOT

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

In the bowels of the game-playings intesting, PC people resolve into two, glutinous shapes – the HackMaster™ and the TruePlayers™ – flip sides of the same sphincter muscle. Here are the Hack-Masters, Cyberpunk adventur-ists trawling through a river of hexadecimal, searching for endless cheat codles, pass-words, and DEC instructions. On the other side, accumulated in a gland somewhere near your left armpit, are the True-Players™, who secrete honour hormone, fairplay chemicals, and special "not cheating" cells which seek out and kill any hacking antibodies.



Phone: 071 917 7689

Ask for TruePlayer™ Tips from 2.00pm to 6.00pm on Wednesdays only.

No other magazine can offer this kind of free service. Complete solutions, maps, cheats, hacks and all sorts of gamesplaying tips for all the latest games will be on offer – from a real person, not an answerphone. Just ring and hear us sing.

The HackMasters™

ANOTHER MONTH. Another HackMasters™. Gets to you. After a while. Hacking does. Endless streams of hexadecimal pouring before your eyes. Screen after screen of assembly code crunching and pulsating. *Debug*. Goddamn *debug*. DOS4GW. Goddamn DOS4GW. It all gets too much sometimes. Even for Arch HackMasters™. Take it from us. Never become a HackMaster. It's a foul, impoverished life that even romantic cover-up inventions, such as *CyberSpace* and *NetSurfing* fail to glamorise. Oh gosh.

BACK UP

Most, if not all, of the hacks on this page will require changing actual game files (mainly SAVEGAME files, peppered with the odd main .EXE file). It is then sensible to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make a bad mistake and start crying and all, then restore files by typing:

```
COPY SAVEGAME.BAK SAVEGAME.SAV
```

HEXADECIMAL

Your PC counts strangely. In hexadecimal (base 16). We count in decimal (base 10). For the HackMaster's experience you only really need to learn a few choice hex numbers (see table below).

WHAT YOU NEED

There are three things every HackMaster™ groupie must have (well, at least one of them).

HEX	DECIMAL
09H	09
0AH	10
0FH	15
10H	16
20H	32
28H	40
32H	50
40H	64
63H	99
64H	100
C8H	200
FAH	250
FFH	255

❶. DEBUG Free with DOS is a program called *debug*. A very useful program it is too, since it allows you to edit files of all descriptions and subtly change the data therein. It is the program we use most in the Hackmaster Zone™, and since it is the most user-unfriendly program *on this planet*, a brief introduction/explanation is necessary. Here's a step-by-step guide to a *Debug* hack:

To run it just type DEBUG in the appropriate directory (i.e. the one mentioned in the hack blurb). It should run automatically and produce a little '>' prompt. If you get a "file not found" style error then your DOS path hasn't been set properly. Refer to the MS-DOS manual and remember the bottom line – don't ring us (no matter how desperate) unless it's TruePlayer™ Tips day.

```
1  >NEL2M12.OVL <return>
```

Now, once you have a little '>' prompt you should type in the commands listed in the program, starting with the line above the "N" command. This tells *debug* which program is to be hacked. There should be no space between the "N" and the full filename.

```
2 >L <return>
```

This command loads the file you've just specified into memory and into the hands of the hacker.

```
3 >E 0103 v <return>
```

This is the Edit function. Simply type is as it appears above, i.e. with a space between the "E" and the address (0103) and the "V". The "V" stands for a value you will enter yourself, ranging between 00 and FF (0 to 255 decimal).

```
4 >E0595 FF FF FF
```

If the edit command looks something like this (i.e. a long list of numbers), then press RETURN after the address (the first four-digit code) and *debug* will repeat your command (see below). Then simply type in the values which follow (FF,FF etc.) pressing SPACE between each one, except the last when you should press RETURN. So basically, the command should be enacted thus (with what you must type shown in green):

```
>E 0595<Return>
21FB:A97F 01.FF <space> 00.FF <space>
00.FF
>
5 >W <return>
```

This command writes the hacked file back onto the disk. A message saying "writing xxxxx bytes" will appear, where xxxxx is the size of the file (it varies). Nothing will have been changed on your hard disk until you type this command. Therefore, if you've made a mistake earlier just quit *debug* and start the process again.

```
6 >Q <return>
```

This quits you back to DOS.

❷ A DISK SECTOR EDITOR

Another useful bit of kit is a Disk Sector Editor, such as *XTree Gold* or *PC Tools*. If you own one, then you'll know how to use it – but it is important to note that the offset (or address) in a debug hack is for *debug* which automatically adds 256 bytes (or 100 hex) to the addr-ess. So, if you prefer to use your editor, and a separate disk editor hack isn't included, then you just deduct 100 hex from the address. So, if an address is 0141 on the page, then your address will be 0041. It's a simple case of deducting one from the second figure on the left. If in doubt, use *debug*.

ER

TIE FIGHTER
(US Gold)

Quick on the heels of our full spread, nay, banquet of *Tie Fighter* hacks last month, is Aldo Corbellini, our esteemed Italian hacking friend. His hack, which requires PC Tools or XTGold, will endow all Tie-ships with a full armoury, shields and maximum speed. Back up the file FLIGHT.OVL and then seek out the following addresses:

GO TO	CHANGE TO
Hyperspace device	36230 01
Shield system	36231 01
Shield strength	36232 98 3A
Super high speed	3623A 06
Turbo acceleration	3623C 6F
Concussion + torpedoes	36255 8F
Advanced missiles + torps	94
Heavy rockets + bombs	96
Strange cyan missiles	98

The last hack in the list (36255) replaces the feeble, old man's willy lasers mounted as standard on all tie ships. Enacting the hack will give you unlimited missiles, rockets and bombs. Watch out, though – they recharge as lasers do, so set your laser recharge rate to maximum (press F9). Also, you can only launch a maximum of 16 missiles, torpedoes, or bombs at a time, so don't be disturbed if your fire button does not respond. Only the strange cyan missiles are different; while not as powerful as the other missiles, the cyans are extra fast, invisible on the radar, and you can fire as many as you want. Yummy.

CHAOS ENGINE
(Renegade)

Nice little two-player shoot 'em up this one. Nice, that is, from a hacking perspective. Aldo Corbellini's perspective, to be exact. Yeah, the old HackMasters' Middle Manageria from Roma has struck again, supplying us with an excellent money-and-lives hack. Again, however, you'll need a sector editor to do the job.

Firstly back up the CHAOS.EXE and then type:

```
UNP CHAOS.EXE
```

(after copying UNP to the required directory, of course). The EXE file will expand, giving you a chance now to do the following:

```
FIND:  66 A1 70 69 66 89 04
TO:    66 A1 70 69 90 90 90
```

for infinite money for both players (very good when shopping for powerups). And:

```
FIND:  26 30 6C 4F 01 C4 36
TO:    26 30 6C 4F 00 C4 36
```

for infinite lives. Or, alternatively, try these passwords from Kevin Cheung and his anonymous friend:

NAVVIE	WORLD 2	KXJBKHZRXB4L
THUG	WORLD 3	K95BKHZRXB4L
	WORLD 4	KNSBKHZRXB4L
GENTLEMAN	WORLD 2	MQNBK8X6SB#
PREACHER	WORLD 3	MB1BK8X6SB1#
	WORLD 4	MZDBK8X6SB1#
BRIGAND	WORLD 2	NTJBKWC3SBZG
MERCENARY	WORLD 3	NYDBKWC3SBZG
	WORLD 4	N29BKWC3SBZG

DELTA V
(US Gold)

The HackMasters™ didn't take to this game much. A bit dull and a bit too title screen heavy for our gritty tastebuds, but for HackMaster™ Aldo Corbellini, 'twas a perfect opportunity to practice his hacking prowess. Again, however, you'll need a sector editor to get it working.

Go into the *DeltaV* directory and back up the file D.EXE. Use UNP on D.EXE and then find and change the following:

```
FIND:  66 29 06 64 D5
TO:    90 90 90 90 90
```

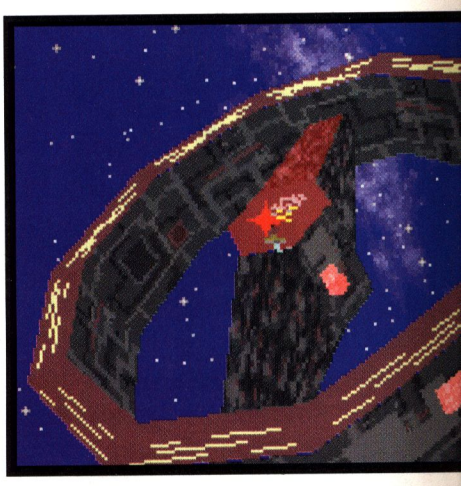
Find this value twice for unlimited energy. Then:

```
FIND:  66 29 06 5C D5
TO:    90 90 90 90 90
```

for infinite shields. And finally:

```
FIND:  66 81 2E 64 D5 FA 00
TO:    66 81 2E 64  D5 00 00
```

for infinite phase energy. That should do, we think.



FRONTIER: ELITE 2
(Gametek)

The eternal quest for the ultimate hack for *Elite II* continues on and on. Did you know that GameTek sneakily released a new version of *Elite II*, correcting all the bugs and, enroute, disabling our first seminal money hack (seen on these pages not six months ago)? No, never mind. Here's Mark Reith with a quick *debug* hackette to increase your cargo capacity. Simply back up the file EL2M12.OVL and then UNP it. Quick. Then debug:

```
NEL2M12.OVL
L
E 0595 FF FF
W
Q
```

Now, every time you buy a shield generator, your cargo capacity will increase by a whole one tonne. ☞

THE BOTTOM LINE

If you get into trouble or are a bit scared then ring us on TruePlayer Tips day (Wednesday 2pm-6pm) for free tips support.

These hacks are copyright of Felden Productions 1993. If you try and pass them off as your own to another magazine, we'll get you, we will.

PC Zone and Dennis Publishing take no responsibility for alleged hardware or software damage caused by direct or indirect use of the HackMasters™ hacks and cracks. If the chances of damage were higher than 0.0000001% then we wouldn't be printing them. Make sure you follow the instructions and nothing can happen.





The TruePlayers™

SPOILED!

Part One

System Shock

Yes, this month the TruePlayer Labs bring you a no-corridor barred, "You've barely installed the damn game before we've done a complete solution" solution to *System Shock*, the ultimate sci-fi RPG from those rather sad ex-*D&D* players at Origin. In this, the first part, we show you how to complete the first three levels and finish your first task – destroying the laser that Shodan has aimed at Earth.

THE manual takes you through the first few rooms, so we won't dwell on them too much. You should get two e-mail messages in the first ten minutes. One – from Rebecca on Earth – will fill you in on your mission. Shodan, it seems, has trained the station's laser on Earth's cities and is gradually manoeuvring into position. Your mission is to locate the laser controls and deactivate it. Of course, things are not that simple. You've got to find the control first. Shodan's e-mail is pre-recorded, and informs you of the station's basic structure. Like this:

LEVEL R Reactor level
LEVEL 1 Medical area
LEVEL 2 Research labs
LEVEL 3 Maintenance level
LEVEL 4 Storage
LEVEL 5 Flight Deck
LEVEL 6 Crew facilities
LEVEL 7 Engineering
LEVEL 8 Security
LEVEL 9 Control bridge

Level 1 (this level) is split into four

LEVEL ONE (Medical)

1 Medi, Standard Access Card, berserk, stamup, Nav Unit v.1, LOG (from yourself).
2 3 servobots, HEALING UNIT, frag grenade (in crate), SV-23 DartGun, Needle Darts.
3 LOG (Honig).
4 Mutant Human.
a Door to storage room 3 (Group 1 Access required).
b Puzzle Door (activates adjacent lift).
5 Servobot, Group 1 Access Card, LOG (Stack).
6 2 Needle Darts, frag (in crates).
7 2 Mutant Humans.
8 Mutant, Sensaround v.1, corpse (2 ML Standard), Beserk, Stamup, LOG (Gross).
9 LOG (Ghiran).
10 Mutant, Medical Access Card (behind east desk), papers, cyberspace terminal.
11 SB-20 Magpulse rifle, medi.
12 Hidden door, 2 medi.
a Light switch.
13 DOWN, 2 Sight, frag, dartgun.
14 Hidden door, 2 frag.
15 Drone Cyborg.
a Light switch.
16 Hidden trapdoor.
17 Tranq darts, corpse (batt pack), I-CAD batt, nitro, reflex.
18 Drone Cyborg above!
19 Hopper.
20 Drone Cyborg.
21 Hidden door, nitro.
22 BETA lift.
23 Broken door.
24 Power Station.
25 System Status terminal, papers.
26 Fire Extinguisher (leave it).
27 D'Arcy's office. Sparq gun, D'Arcy's Access Card, LOG.
28 Hidden lift down.
29 2 Cyborg Drones, 2 berserk, medi.
a switch behind console activates centre lift.
b UP, two screens, puzzle switch opens door to ALPHA at 30.
30 ALPHA door, gas grenade.
31 Assassin Cyborg.
32 4 Drone cyborgs (one below).
33 DOWN, force walls, Drone cyborg, 2 batts.
34 REGENERATION CHAMBER, LOG (Connick).
35 Drone Cyborg.
36 Corridor.
37 UNDER, concussion bomb, lead pipe.
38 Lift DOWN, LOG (Shodan).
39 Lift to LEVEL 2.
40 Use switch to open bay doors.
41 StunGun, frag.
42 Nothing in here.
43 LOG (Shodan).
44 3 sleeping Drone Cyborgs.
45 2 Cyborg Assassins.
46 4 more sleeping Drone Cyborgs.
47 Assassin Cyborg.
48 Cyborg Drone.
49 Switch (blocked by Shodan Security) opens wall at 50.
50 Medi, Bio Monitor v.1, 2 frag.
51 2 Cyborg Drones.
52 Medi.
53 Big Robot.
54 CPU ROOM, ML-41 Pistol, Cyborg Drone.
55 Medi.
56 BIO HAZARD AREA, Turbo Motion Booster v.1.
57 LOG (Blank).
58 BIO HAZARD AREA, Cyborg Drone, LOG (Gross), Corpse (2 ML standard).
59 Cyborg Drone.
60 UP LADDER, Bio Monitor v.1 (in crate).
61 Door needs GROUP-1 Access. Mutant, medi, needle darts, ML standard.
62 Corpse, LOG (Gross).
63 Mutant.
64 ARMOURY (key code=705). Sparq beam, EMP grenade, 2 needle darts, 2 land mines, gas grenade, frag.
65 2 stamups, 2 berserk.
66 Briefcase (Group Access Card), LOG (Dzark).
67 Gas grenade (behind desk)
68 Mutant, corpse (batt, stamup).
69 LOG (Kirby).
70 Approx 5 mutants and 1 Cyborg assassin.
a Stungun, corpse (berserk).
b Hidden door (5 tranq darts, 1 teflon).
c Hidden door (block.ed by Shodan Security). Mag 2100, 3 EMP grenades.
d Crate (tranq darts)
71 BETA QUADRANT, forcebridge controls.
72 Mutant, stamup.
73 UP LADDER, 2 medi
74 Repaitbot (Batt, Logic probe).
75 Two mutants, medi.
76 Mutant.
77 BIOHAZARD AREA, 2 frags.
78 Beserk.
79 LOG (Honig).
80 1st aid kit.
81 Frag.
82 1st aid kit.
83 Crate (2 frags).

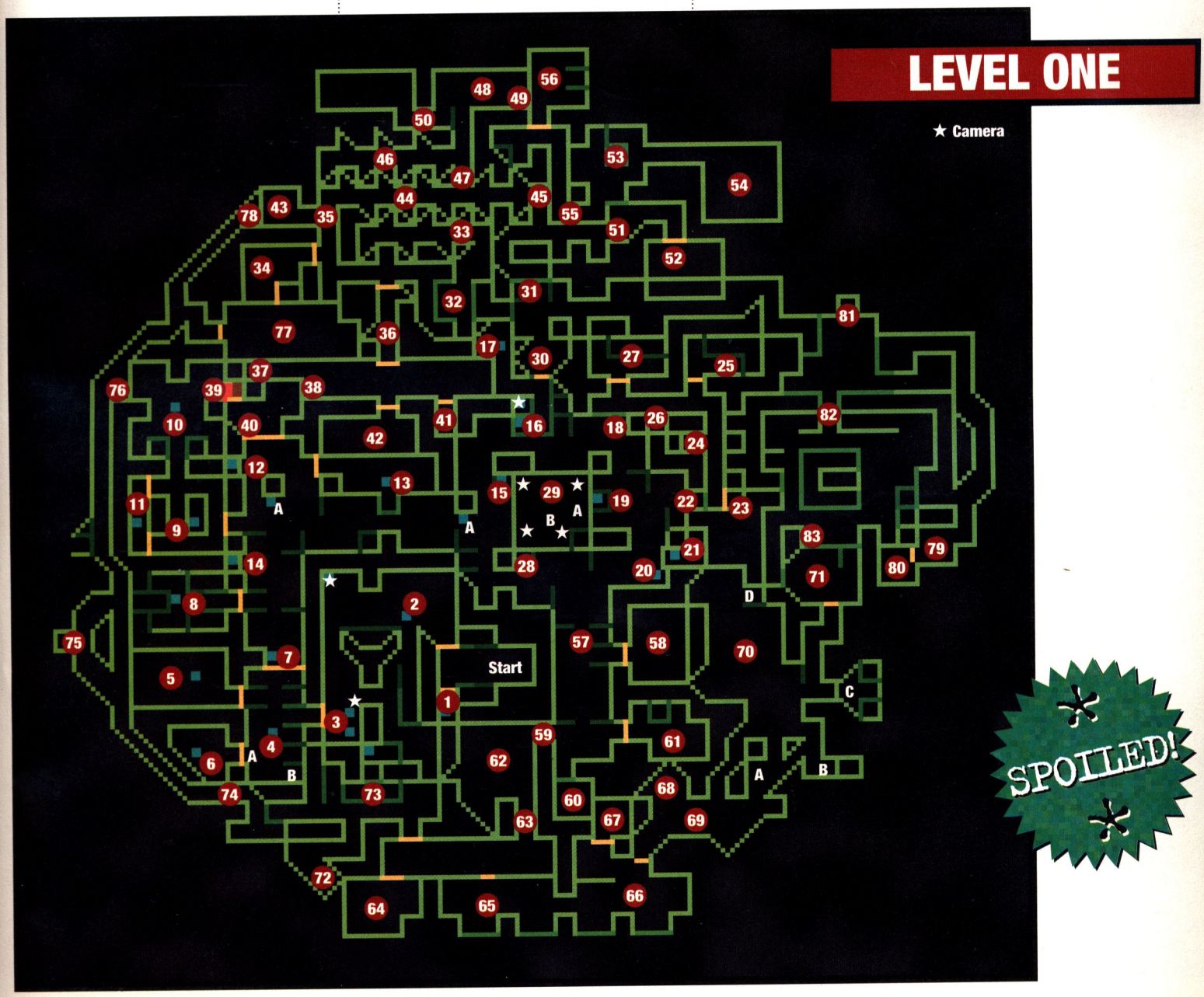
quadrants (Alpha, Beta, Delta and Gamma) around a central hub. Alpha contains Cyborg production facilities, Beta offices and labs, Delta is multipurpose, while Gamma contains the emergency armoury and maintenance. Your first stop, Rebecca informs you, should be D'Arcy's office in Beta.

Make sure that you clobber all of the cameras, and ready your dartgun for entrance into the central hub (7). Read Honig's log (3) to get a clue about the main CPU area in Alphas Quadrant, and Stack's log which will inform you about the cameras. Watch out – there are mutants about. The best way to proceed is to clear the area gradually. Move forward slowly, keeping an eye out for any movement, and enter every room as you pass it.

In the first room off the hub (8), you will find a Sensaround add-on (don't bother with it – it updates slowly and is distracting) – and a log by Gross, telling you about a pocket of resistance which is hidden in Gamma, accessible by a simple forcebridge. Progress down the corridor, make sure that you don't miss the secret doors at 12 and 14, and go into the medical area (9). You will have to "jack" into Cyberspace to open the locked doors.

CYBERSPACE

Frankly, this section is annoying. We set the Cyberspace difficulty to 0 when beginning the game, and we advise you to do the same. This area of Cyberspace is pretty easy so use it to familiarise yourself with the controls. Don't be distracted by other areas that you see through the walls – you can't get to these. Just follow the data currents. You should come out with: Recall (springs you back to the beginning for a quick exit), Pulser (for killing things), PING (a pretty silly game), Decoy (evasive device which creates a mirror image of yourself), C-Shield (Cybershield), one piece of data ☞





☞ (info on level one's layout), and the medical doors unlocked.

Progress around the hubb carefully, flicking light switches as you go. The corner at 18 is especially deadly. Knock out the Cyborg drone above (use a sparq gun) and then engage the hopper around the corner. The best strategy is to lean around the corner and toss a couple of frag grenades in that direction. Back up quickly (the grenades pack a punch) and you should be alright. Go up to the office level using the lift at 22. Power yourself up at the power station, leave the fire extinguisher (it's useless), and read everything. D'Arcy's log contains some vital information about isotope X-22 which is needed to disable the power station's shields, and some additional stuff about how you can scupper Shodan's plans.

ALPHA

You next stop should be Alpha section. Watch out – this is very tough so make sure you've visited the power station and the healing unit before you try it. To open the locked door to Alpha, you need to take the hidden lift at 28. Kill everything inside and dispatch the cameras. There's a switch behind the eastern console (a) which will activate the centre lift. Float up and examine the two screens. The main screen shows the Alpha door, while the other gives you a sneak preview of the main CPU room (your ultimate target this level). Solve the puzzle switch and the door to Alpha will be unlocked.

Watch your step, kill everything and head straight for 34 – the regeneration chamber. Don't be distracted by anything else. Flick the switch in this room and you'll never die again. Whenever you are killed, you will reappear here. Avoid the rest of Alpha quadrant for the time being and head straight for Beta (59), popping into 58 en route. Don't be too put off by the Bio-Hazard stuff – just get in and out as quickly as possible.

BETA

Beta is pretty straight forward. Avoid the 73 area for now, and go straight into 65 (you won't be able to get into the armoury at 64 yet). This area is a bloodbath, and is still haunted by some nasty mutants. Kill everything, pick up everything else, and head up to 71. Activate the force bridge, cross over and explore the area. All of the resistance is dead, but there's some useful kit to be had, notably two medi-kits at 80 and 82, as well as Honig's Log which tells a disturbing story about where Cyborgs come from.

BACK TO ALPHA

Now it is almost the time to make your vengeful assault on Alpha. Before that, however, you must explore the maintenance area (73 to 76) and grab the sparse goodies. Pay a quick visit to the healing station (if you need to) and power yourself up. Trace your old route through Alpha and go down to 36. Go down the lift at 38 to find the lift to Level 2. Flick the switch to open the bay doors (a good shortcut) and then go back up to 36. Ready your weapons and progress down corridor 44. There are three sleeping Cyborg drones here. Destroy them as they dream and do the same for 46 (careful, there's an assassin droid at 47). Back up to 51 (avoid 48 for the time being). There's a very tough Cyborg standing on a pillar at 53. Toss a concussion grenade at him and then leap down and follow the corridor to 54. Kill the Cyborg here and you should receive a ML-41 pistol (very nice). The four big CPU nodes here need to be destroyed. Either use a nitro timed grenade (and get the hell out) or a frag grenade (ditto). As soon as all four are destroyed, the security rating of the level should be zero per cent (if you've destroyed all the cameras). Unfortunately, this also triggers a mass of over 15 Cyborgs who will rush to attack you. Be liberal with grenades and the Magpulse if you want to survive. Once they're all dead, take a note of the number on the screen on the north wall – it was 0 for us but it may be random – as you'll need this later.

FINISHING OFF

Now go and open all of the doors that were blocked by security before – especially the armoury at 64 (door code is 705), the secret door at 70C (for a Magnum 2100 pistol), and the room at 50 (for some general supplies). Visit the healing station, power up at any nearby power stations, and go to the lift at 39 – you're now ready for level two.

LEVEL ONE EQUIPMENT

WEAPONS	UPGRADES	ACCESSES
SV Dart Gun	Nav Unit v.1	Standard
Sparq	Sensaround v.1	GROUP-1
SB MagPulse Rifle	Bio Monitor v.1	PER-1
StunGun	Turbo Motion Booster v.1	MED
Magnum 2100		
ML-41 Pistol		

LEVEL TWO

LEVEL TWO EQUIPMENT

WEAPONS	UPGRADES	ACCESSES
ML-41 Pistol	Shield v.1	GROUP 4
Sparq	Target Identifier v.1	SCI
	Bio Monitor v.1	
	Turbo Motion Booster v.1	

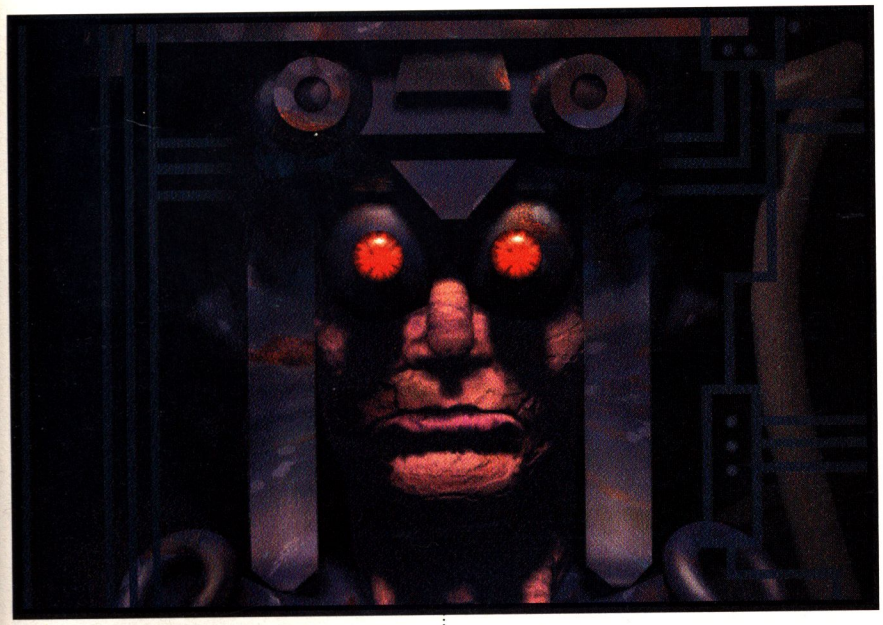
THE SECOND level (Research) is far easier than level one, and shares the same four quadrants around a central hub design. Alpha (north) contains the main researcher's office; Beta to the east has the library, biolabs and screening room. Delta is to the west and is just offices, while Gamma, in the south, holds the Cybernetic and CPU areas (and more importantly, Isotope X-22).

Before you go up to level 2, prepare your weapons. There are about ten mutants ready and ripe to eat you on the other side of the lift door. When you have survived, your first quest is to find and deactivate the Cyborg generation unit (à la level one). Firstly, though, secure the area and find out what the hell is going on by exploring rooms 1to 8. Endicott's log (in 3) will tell you of power surges in Beta, while Wang's log will tell you about some circuit breakers in Alpha. Stannek's log in 6 sadly informs you of D'Arcy's death. Oh dear. Oh, and watch out for your first experience of Zero G mutants in room 8 – they are nasty little peckers. Oh (again), and don't forget to pay a special visit to the armoury (2) for some ammunition.

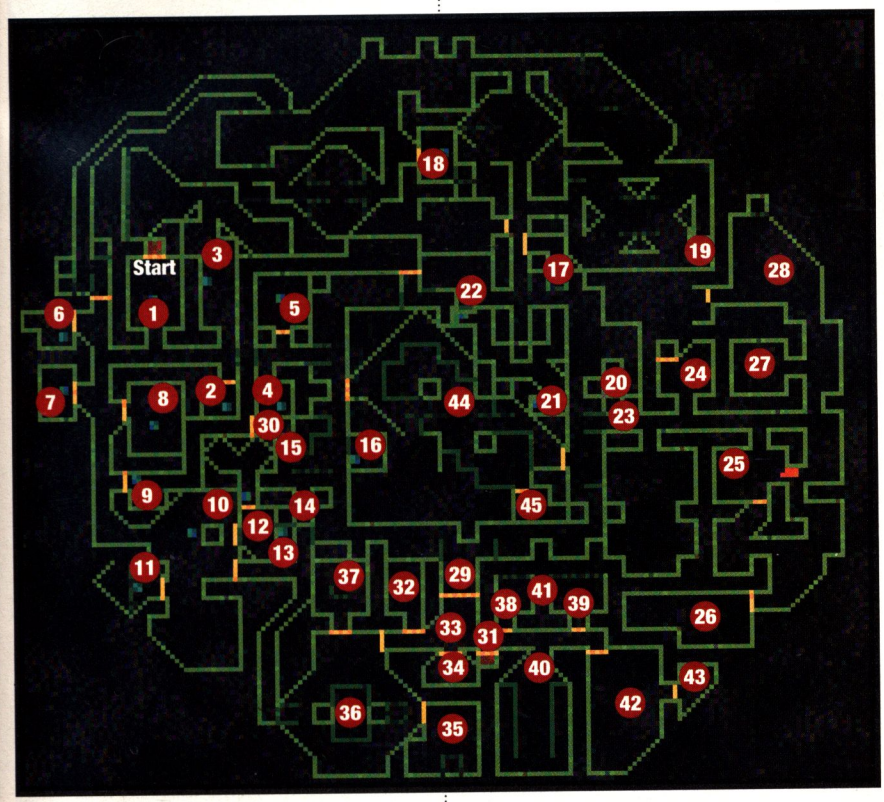
REINCARNATION

Next, file down the corridor to 10 (read Baerga's interesting log on the effect of gas grenades on mutants) and enter section 12. Flick the switch on the wall to open the door to the north, and don't forget to find the power station at 13 (there's a hidden switch behind it to open the door). You should find a deactivation switch for the recharge centre here as well as a lift which will take you up to the central hub.

The hub is patrolled by Drone Cyborgs, so be careful. The next quest is to deactivate the circuit breakers in Alpha quadrant (they are located at 19, next to the power station). Alpha is a com-







plete nightmare of open spaces which are patrolled by hoppers and servobots – watch out. Find D'Arcy's office at 18 (you can squeeze in through the crawl space) and his logs which will tell you where to find the Isotope X-22 and where to use it on the reactor level to power the shields. Deactivating the circuit breakers will turn the lights on in Beta – your next stop.

BETA

Beta is heavily populated by Cyborgs, so watch out. Your first stop should be room 27. Kill the Cyborg within and search the body for SCI-Access Cards. Use the Cyberjack to find a Cyber-2 DATA fragment from Rebecca, which will give you some extra information on the level.

This area of Cyberspace is pretty small, so don't be mislead by a corridor which appears to go off into the distance but, in actual fact, you are unable to get into. Nip into 28 where you should dispatch the Cyborgs and pick up the goodies in the alcove that is labelled "EMERGENCY". Don't bother using the healing station – it's broken. Neither should you waste any energy trying to get through the force door – you cannot open it. If you get contaminated by the bio-hazard, just back off and slip yourself a detox tab.

Next, go to the library. Destroy the Cyborgs within. Before jacking into Cyberspace, solve the puzzle switch to find out the Laser Safety Override code (199 – it appears on the monitor on the west wall). Then jack into ☞

LEVEL TWO

1 Ten mutants (nasty).
2 3 mines, 3 tranqs, Sparq gun, ML-41. 4 ML standard, 4 Teflon.
3 LOG (Endicott), LOG (Wang), corpse (Stamup).
4. Mutant, empty briefcase, cabinet (LOG – Melville, Access Card).
5 3 mutants.
6 LOG (Stannek).
7 Mutant, 3 gas.
8 3 Zero G mutants.
9 Group 4 Access required.
10 2 mutants, papers, cabinet (LOG – Baerga, gas).
11 BIO HAZARD AREA. 3 batts, Shield Unit v.1.
12 Switch here opens back panel to the north. Lift on the left and switch to deactivate Cyborg station.
13 Power station. Switch to open door behind station.
14 Reincarnation point.
15 Switch here activates force bridge to 16.
16 3 frags, 1 EMP.
17 DOWN. Zero-G mutant.
18 D'Arcy's old office. Accessed by crawling. Servo bot. LOGS (D'Arcy).
19 Power station. Circuit breakers activate lights in Delta.
20 Experimental Station (teleport) to 21.
21 3 nitros.
22 Secret door (SCI Access required).
23 BETA. Security 1-robot.
24 Cyborg. LOG (Shodan). Radiation Area (don't go in).
25 Cyborg. LOG (Shodan).
26 Library (SCI Access required). 3 cyborgs, Target Identifier v.1, puzzle, CYBERJACK 1.
27 Cyborg (SCI Access Cards), CYBERJACK 2.
28 BIO HAZARD AREA. 5 Cyborgs, detox, medi, EMP, mine, 3 needle, 3 gas, LOG (Shodan).
29 Entrance to GAMMA (locked by Cyberspace).
30 Power station.
31 Corpse (ENG Access Card, 3 EMP).
32 LOG (stannek).
33 LOG (BAERGA).
34 5 batts.
35 LOG (Ander).
36 Hidden door, mine, nitro.
37 ISOTOPE X-22.
38 Put mine here.
39 Put mine there.
40 CPU ROOM. 2 servo bots.
41 Lots of Cyborgs waiting to eat you.
42 2 hoppers, batt, logic probe
43
44 Big room, avoid EMP mines.
45 Laser control – DO NOT PULL THIS SWITCH.

ABBREVIATIONS USED

Medi	Medical Patch (+10 per cent health).
Berserk	Berserk patch (increases upper body strength, but causes hallucinations).
Stamup	Stamina Boost.
Frag	Fragmentation grenade.
ML Standard	ML-Pistol Standard rounds.
Batt	Battery pack (30 per cent energy back).
I-CAD batt	I-CAD battery (100 per cent energy).
Tranq	Tranquiliser darts.
Needle	Needles darts.
Teflon	ML-Pistol Teflon rounds.
Logic	Logic Probe.
Detox	Dextoification patch (cures bio contamination and radiation).
EMP	Energy Drain grenade.
Mine	Landmines.
Gas	Gas grenades.
Nitro	Nitroglycerine grenades.
Splinter	AM Flechette splinter rounds.

☞ Cyberspace. This region is a torturous maze of Cyberspace, but basically you need to get into the green room at the end guarded by four Cyberguards. It may take several attempts, but you'll, eventually, find the switching node that opens the door to Gamma at 29.

GAMMA

Once in Gamma, spend a few minutes reading Stannek's, Baerga's, and Ander's logs. Stannek witters on about radsuits, which Shodan has requisitioned. Apparently, Sabo, the maintenance guy, has one. Baerga tells a scary tale about invisible mutant monsters (you will encounter these later). Ander tells a story about Abe Ghiran and his E-suits. Next, go and fetch the Isotope X-22 from room 37. Don't be put off by the radiation. Just rush in, thumb the switch on the north wall, grab the Isotope and belt it. Ensure you have space in your inventory before you go in.

Your next stop should be the CPU room (40). As on level one, destroying the nodes here will zero the level's security rating and release tens of Cyborgs. To pre-empt this ambush, place some landmines outside doors 38 and 39. Get down into the trench around the nodes and shoot them to bits. The majority of the Cyborgs that pour out will be destroyed by the landmines, but there will probably be some stragglers, so watch your step. Do not forget to examine the screen in the CPU room for a number (it was 6 for us). Make sure that you explore the robot maintenance room at 42. Before you are tempted to take the lift at 31 to the reactor level, have a quick snoot around the laser control room at 44 and 45 (avoid the EMP mines as these will drain all of your power), and have a look inside the laser room. Do not pull the switch. If you do pull it, the game will end. This is because you've not raised the shields. Once you have explored the entire level, prepare yourself for the quite tough, level 3.

REACTOR LEVEL

THE R LEVEL is quite a toughie, so make sure you power and heal up before attempting it. Again, like the others, the level centres around a central hub (the Reactor, incidentally, which you can't get into yet) and is split into the usual four quadrants. Steven's log (which you will find right in front of you as you step out of the lift) will provide you with a rough map of the level, pointing out strategic areas such as the Shield Generator and the Safety Override access. Your best bet, however, is to avoid these areas for the time being and move anti-clockwise around the level. Watch out for hoppers – they are everywhere – and keep an eye out for autobombs: small moving grenades which are very small and annoyingly deadly.

Go east from the start – carefully. There's an autobomb in room 2. Head straight for the regeneration chamber (4) and kill all of the Cyborgs therein. Explore the immediate region, especially the medical unit (7). The puzzle switch to open this section is opposite the door, and beyond that still, to the west, is a radiation detox area which will come in handy later. Go and have a look at the viewing room 11, where three chambers (A to C) show different parts of the level. Screen A shows you a view inside the reactor (note the number of nasty Cyborgs waiting for you). Screen B displays the safety override access (note the exec-bot waiting for you – he's really tough), while screen C just provides you with a glimpse of the medical area.

Your next stop should be the Cyberjack in room 16. Nip into Cyberspace here, battle the electronic denizens therein, and you should come out with the armoury door unlocked (at 14), the blast doors unlocked (at 17), and Cyber message 0 from Rebecca. Power yourself up at 17 and then enter the experimental area at 20. Be very careful – this area is absolutely chocka with Zero-G mutants, and gravity is only at 50 per cent (a precursor for later levels). Leap over into 21 to find, at last, the AM Flechette Automatic Rifle – a lovely piece of hardware indeed.

Explore the surrounding area and then enter the maze through the hidden door at 15. Make sure that you save often in this area as you have to leap right around to 23. Be especially careful at 22 – two Cyborg assassins are waiting to ambush you (give them a little grenade "present"). Search the corpse at 23 for some lovely goodies and don't miss the hidden door at 24. Now, you are prepared for the heavily trapped room at 25.

ROOM NO.25

This is one of the nastiest traps in the game. As you move about two map squares into the room, the light goes

GENERAL TIPS

1. CONTROL Of course your control method is your own system, but we've found – through hardened experience we might add – that moving and rotating with the mouse with one hand on the Z, X and C keys is the best way of operating. The Z and C keys will allow you to strafe left and right (avoiding missiles and darting around corners), while X moves you backwards, which means you can retreat and change weapon (with the mouse, simultaneously).

2. SEARCHING Rifle every room and every corpse without fail. What objects Cyborgs and mutants are carrying seem to be random, but useful add-ons like medi patches and ammo can be found on every other body. Also, if a room appears empty, lie prone and crawl around. You never know what you might find behind a desk. Additionally, keep your eyes focused on the ground – it's easy to walk over objects.

3. SECURITY LEVEL Each level has a percentage security rating (displayed when you destroy a camera). Each level has certain doors which are "blocked by Shodan security". You can only get through these doors when the main CPU nodes and every camera has been destroyed. It's worth it.

4. RETURNING Don't think that cleansing an area of monsters means you're safe. Often – especially when you return to a level, are reincarnated, or just go back to an earlier area – you'll find the corridors are repopulated with nasty mutants. Be careful.

5. CAMERAS Save your ammo by clubbing accessible cameras with the lead pipe.

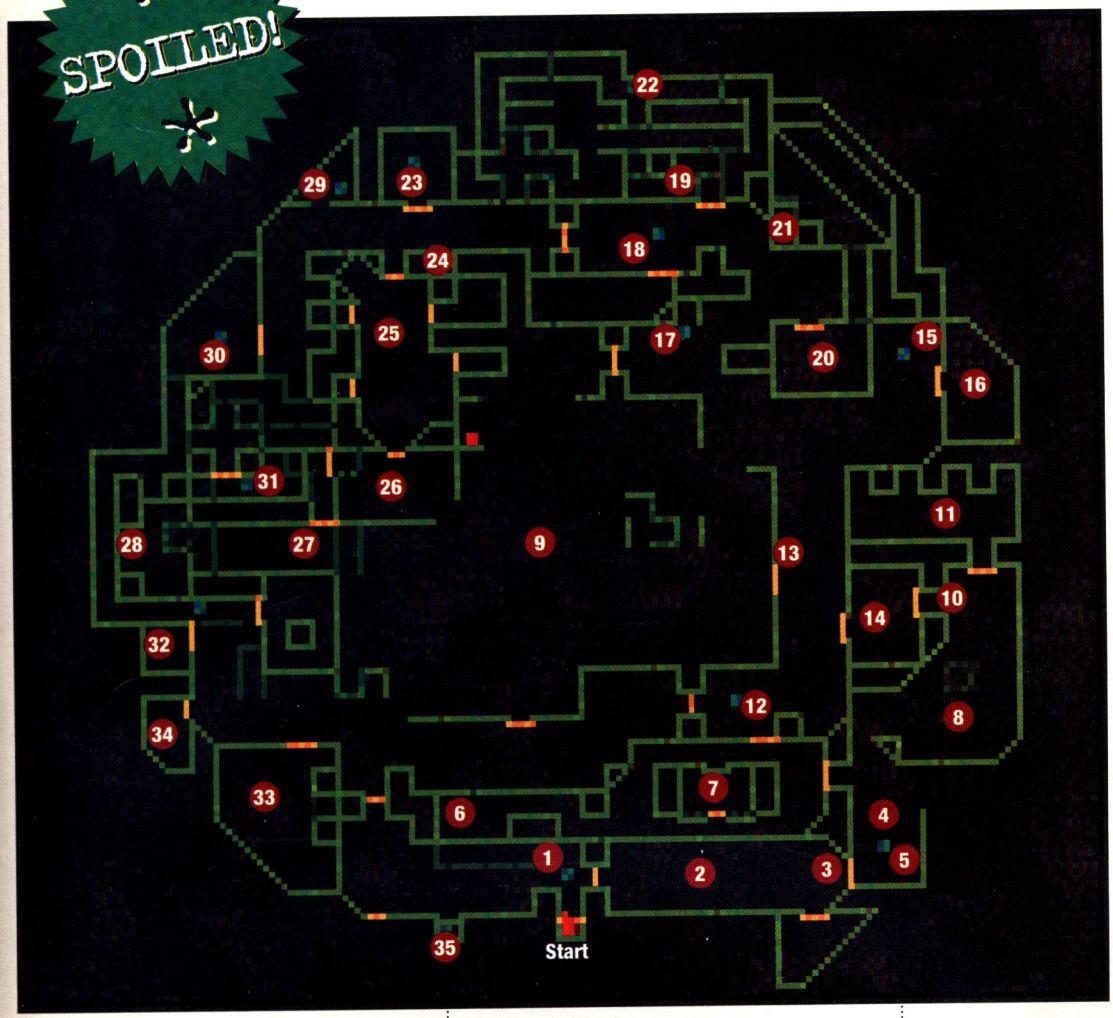
6. AMMO Simple: don't waste it. Avoid using the more powerful weapons (the Magpulse and Magnum 2100) on the earlier levels. You are really going to need them later on.

7. LOGS Read all logs carefully, writing down all numbers, names and locations.

8. MAP Make sure you fill in every part of your map. Empty spaces may be misleading when you return later.

9. SAVE Save big and save often.

SPOILED!



REACTOR LEVEL

1 LOG (Stevens), hopper (around the corner).
2 Autobomb.
3 MED access required.
4 REGENERATION CHAMBER, LOG (Raines).
5 3 Cyborgs, 2 medi, 2 detox.
6 RADIATION DETOX AREA, Bio Monitor v.2.
7 HEALING STATION, switch on south wall, 2 detox, 1st aid kit, medi.
8 LOG (SteinB).
9 REACTOR – you can't get in here yet.
10 SEC access required.
11 Viewing room.
A Inside reactor.
B Safety override access.
C Healing Station.
12 Hopper.
13 Door to reactor (locked).
14 Locked door (opened in Cyberspace). 4 teflon, 4 standard, 3 medi, papers.
15 Hidden door in corner.
16 CYBERJACK.
17 POWER STATION.
18 Service Access Door (Autobomb inside).
19 To Maze.
20 Experimental area. 50 per cent NORMAL GRAVITY. 6 Zero G mutants.
21 AM Flechette, 1st Aid kit.
22 2 Cyborg assassins on either side.
23 Corpse (1 earthshaker, 1 reflex, 1 splinter, 1 normal).
24 Hidden door, 1st Aid kit, Mark 3 Magnesium Shells.
25 IT'S A TRAP. Lay mines at the side doors before progressing.
26 Security 1 Robot. Safety Override Access.
27 Leap down here, guns blazing.
28 Laser safety override (199).
29 Sight, genius, batt.
30 LOG (Shodan).
31 2 Cyborgs, corpse (flechette, turbo, shield).
32 RADIATION HAZARD – avoid.
33 Radiation Shield room.
34 RADIATION HAZARD – avoid.
35 Logic probe.

out, the door closes behind you, and Cyborgs pour in from all directions. Your best bet is to walk slightly into the room and throw some landmines in front of the doors that you can see. Power up your shield, activate the trap and then back out as quick as possible. You will probably fail the first two attempts, but you'll get it eventually.

Once you've succeeded, progress to room 26 (where a nasty security-1 robot awaits you) and get down the lift. Just before you jump down to 27, prepare your Magnum or MagPulse to dispatch the tough exec-bot below. Now, head straight to the override room at 28, key in the code (199), and then back up to room 29. You are now one third of the way there.

ENGAGING THE SHIELD

The next step is to activate the shield. Work your way round to room 33, killing hoppers and avoiding the radiation hazard rooms at 32 and 34.

Be careful on entering 33 – there's an autobomb waiting for you. To activate the shield, simply double click the Isotope on the receptacle and pull the level. C'est tout. You are now two thirds of the way there.

BACK TO LEVEL TWO

Now, nip back to the starting elevator and return to level two. Don't worry about the big gap in the middle of your map – you'll sort that reactor out later. On level two, go straight to room 44. Be careful – another ambush is set for you. Progress a couple of steps into the room – enough to trigger the Cyborgs – and then get the hell out. The best strategy here is to lie prone and open the door. Pick off any visible Cyborgs. The rest will be hiding in the pit. Carefully toss a load of frag and nitro grenades down into the pits and then retreat. Now, quickly run around to the entrance on the other side of the hub and do the same. All of the Cyborgs (there's about ten of them) should be killed. Search the bodies and pick your way across to the laser control room. Take a deep breath and flick the switch. Hurrah. You've destroyed the laser and ended Shodan's evil plans to eradicate mankind... or have you.

Shodan nips in with a quick e-mail. He's developed a mutagen virus which he plans to unleash against Earth. He wants to turn all mankind into gibbering mutants. He's developing the virus in one of the groves (simulated Earth environments) on level six. Oh dear... next month.

REACTOR LEVEL UPGRADES

WEAPONS	UPGRADES	ACCESSES
AM Flechette	Bio Monitor v.2	

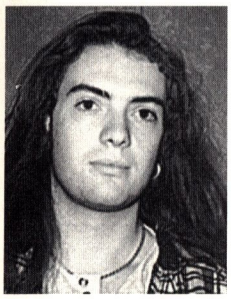
WIN £50

Send, send, send is what we say. £50, £50, £50 is what we pay. Senders of printed complete spoils and the Hack Of The Month win £50. All other hacks and tips disciples receive a free game (please give five choices). Please allow 28 days after publication for receipt of prizes. Make solutions as brief as possible, and any hacks/cheat/cracks clearly explained and preferably in debug format. Send to David McCandless at:

SPOILED!, TROUBLESHOOTER, PC ZONE, 19 BOLSOVER STREET, LONDON W1P 7HJ

WORD processor

SEND YOUR POST TO: WORDPROCESSOR, *PC ZONE*, 19 BOLSOVER ST. LONDON W1P 7HJ



Well, as we all expected, most of this month's letters are dedicated to the long-awaited *Doom II* debate. But we'll get the usual stuff out of the way first, shall we?

SWEDISH HARD CORE

I'M FREDRIK HAGGLUND from Sweden and my letter is probably either too long or too rude to be published... or both. Hopefully you'll merely regard the rudeness as a challenge and the length as a threat. You're likely to find numerous and occasionally hilarious grammatical blunders (you try writing a letter in Swedish), but once you've returned from the floor having laughed your heads off at these linguistic monstrosities, you're welcome to edit everything but the essence of what I'm saying. (Cheers mate – Ed.) Personally I think my English is acceptable for a chap who's only spent a single weekend on your smoggy island.

Super VGA. Now there's a contradiction in terms. Jerkovision. State-of-the-barf graphics. Oh, not the actual artwork. I'm certain that the original paintings are breathtakingly beautiful. Pity though that a) they're scanned using chainsaws, and b) I have to view the end result. On this planet I cannot find a question mark big enough to symbolise my total confusion. I own a TsengLabs ET4000 and even that slapped into my 486DX50 is considered mediocre these days. Everything moves so painfully slowly. Am I "alone in the dark" here?

On the other hand, though, how the hell can anyone speak of "smooth graphics" when reviewing a standard VGA game? "Stunning-blah-blah-stunning...". What's so stunning about, say, *Doom*? Yes the 3D engine is great, but what about all these gigantic squares? When close up, all of the monsters look like something made out of LEGO. Chainsaw massacres should involve blood, not blocks. It's totally impossible to enhance the resolution of approaching 3D-objects in games until they are all vector based... haven't we got that far yet?

Yes, I realise that the higher the resolution, the more muscles it takes to shuffle the stuff around (hence the *AITD* and *X-Wing* teams are forgiven) and yes I realise that texture-mapped 3D-graphics must come in colossal cubes in order to run smoothly, but if 90 per cent of all game-abused PCs of 1994 couldn't handle, say, *Sam & Max* in SVGA without sweating, then my head is in the world's largest ball of twine. I'm no hex-wizard but isn't it possible for developers to optimise graphics to take advantage of the best possible hardware and then supply other drivers for the less fortunate? Some kind of Jerkovision overlay maybe?

I sometimes have to take a quick glance under the table to make sure the PC is still there and nobody has swapped it for a C64 and prayed that I wouldn't notice. True, I wouldn't... the C64 had 320X200 resolution too. Ten years later and still going wrong – 256 colours instead of 16 just won't cover the gap.

Fredrik Hagglund, Sweden

Fredrik's letter continued on for many thousands of more words, but we thought we'd cut it short here to try and keep this as a sort of letters page rather than just a column from some foreign chap. Anyway... there are a few points worth thinking about aren't there? Something to get the old high-spec versus pleb-spec PC war up and running again. SVGA is the way ahead, and like it or not the next year will see loads of hi-res games hitting the shelves. If you haven't got a card and capable monitor... tough. True, VGA games look a bit blocky, but so what? For the time being they all look fine to me. Doom II, Dark Forces, System Shock... *I thought they all looked pretty smart.*

Also true is that if stuff isn't going to pixellate up close then you will need polygon-based objects, and for the Doom*-esque genre the blown up sprite idea doesn't really work. It seems that the developers are more than aware of this though, because* id *have already stated that* Quake *(which is going to be the team's next project, for those of you with their heads in the sand) will use polygon-structured,* Virtua Fighters*-esque characters throughout. Problem solved. No doubt there'll be a host of rip-offs on the way just as there were with* Doom.

As far as your ideas about graphically-enhanced adventures go, it would appear that Sierra has already taken the SVGA spruce-up job is on its agenda. The CD versions of all future Sierra adventures appear to be SVGA specific products. This trend began with the latest Larry *game and is apparent in the new* Space Quest *and* Kings Quest *titles. Maybe others will follow suit?*

GOLD LETTERING

The following letter was written using one of those metallic gold paint-pen things and as a result looked totally disgusting. Obviously this will have quite a damming effect on the way that we treat the chap that wrote the letter. Ha ha.

I AM ABOUT to purchase a new PC having worked like a maniac to finance it. I can't resist mentioning that it's a Pentium with all the trimmings. However, whilst I promise to love and cherish her, one or two questions have popped up...

Firstly, what's the drill if you want to run your PC through a TV? Can it be done with a SCART lead or something? Secondly, is the CH Flightstick Pro a Thrustmaster joystick? Everyone says how wonderful Thrustmaster gear is, but no-one knows where to get hold of it.

Also, as I enjoy customising *Doom* I am being forced to confront the sockets on the back of my PC, video and stereo. Although various programs on Cobra's *Doom* Utilities CD should help install samples, I need advice on recording them. I presume I can use the recorder supplied with *Windows*, but how can I connect my video and stereo directly?

Azrael, Southsea, Hants

Azrael... the gold pen has got to go my friend. Don't even consider writing to us with it ever again. As far as your questions go... Why the hell would you want to connect your Pentium to a TV anyway? Seeing as you are obviously so ridiculously solvent, no doubt you'll be purchasing some kind of whopping great, hi-tech, multi-sync monitor to go with it?

As far as your joystick question goes. No, the CH Flightstick isn't a Thrustmaster... it's a CH Flightstick. Funny that innit? If you want Thrustmaster gear, which incidentally is all aimed at real propeller heads, you could do worse than contacting RC Simulations on 0272 550900, and they'll try to sell you enough kit to get a good-sized strike attack vehicle off the ground.

To record sounds for Doom*, yes you can use the* Windows *recording utility (it's a doddle to use) and the best way to take stuff from another source is to simply connect the output from your video/stereo and find a lead that will let you stick it into the line in or mic socket on your sound card. As far as I'm aware pretty much all sound card manuals explain how to do it. You could try reading the instructions if you like. That'd be novel, eh?*

COMPLETE NUTTER

I AM SAT here staring at the blank monitor screen. I have just thrown my mouse through it after losing 5 – 0 to Scunthorpe in the FA Cup on *Championship Manager 94*. I went downstairs and looked at the paper. I saw a picture of my mate and thought how much fun it would be to scan the picture and draw a yellow trench coat, pink wellies and a bushy beard on it to turn him into a private detective. Only one thing stood in my way – I don't own a scanner and my monitor is dead.

I've seen that Lord Lakin bloke hanging around the Moroccan market place in a strait-jacket mumbling about *Doom*. There was a funny man looking at him with a gas mask on and a great big net. I reckon he's been locked up in the loony bin. If you were wondering, I've been on holiday in Morocco... Oh well, it's back to pondering and playing with my ever-growing stick insect collection.

James Crawley, Chesterfield, Derbs

For God's sake, what is it about our letters pages and all of these weirdo's? James... go out. Take a deep breath. And get yourself a life. Don't ever waste my time again.

PC ZONE CD SOLD OUT

LAST MONTH I tried to get hold of *PC Zone* issue 19 on CD, but absolutely nowhere could get hold of it. Is there anyway that I can get it now?

R Marshall, Colchester

Sorry, we couldn't resist showing off and putting this one in. It is worth mentioning though that if you ever

(Below) The nasty piggy alien from Doom. (Bottom) The nasty piggy alien from Doom II. Errh, yes, very different indeedy, isn't it?





want to get hold of the CD once you've bought the HD version of the mag, you can send your disk along with £1 back to us and we'll exchange it for a nice, brand-spanking-new, multi-media, shiny disc thing. Smart. (You have to be quick, though.)

GODZILLA ON THE RAMPAGE

IN YOUR OCTOBER issue you printed a letter from Robert Nihlson who had found a dragon flying around in MicroProse's *F-14 Fleet Defender*. You also stated that there was a famous fictional island in *Pacific Air War*. Unfortunately, I have neither of these games but I had recently bought *F-15 III* on CD so I decided to see if MicroProse had put anything interesting in that. I looked and found nothing... until today.

I love flying around the different scenarios on training mode and looking at all of the big cities. I looked at my map and decided to go to the Korean scenario as the major Japanese cities were accessible from there. Off I flew and soon I noticed a large green object ahead of me that had some kind of flames coming out of it. At first I thought it was a power station of some kind, but soon I realised that it was in fact Godzilla! Yep, Godzilla was wandering around this city (Tokyo I think) at position North 3504 East 13908. So I armed up my air-to-ground warheads and let rip. Then a message came up saying "friendly monster destroyed".

Darren Tanner, Gwent

I'll own up here and say that I had absolutely no idea about this being in F-15 III. *I've seen the dragon and I've seen the island, but never Godzilla! If anyone else out there has found anything unusual knocking around in any games we'd love to find out where they are.*

DOOM II CORNER

The Beginning of an Epic

Ladeez and gentlemen...This month's star attraction is none other than, yep...you guessed it, *Doom II*. Was it really worth all of the fuss?

DOOM II: THE BLUES



JUST A QUICK note to have a whinge about *Doom II* to be honest. I know that the original was supposed to be so groundbreaking and everyone in the entire civilised world was supposed to have a passionate love affair with it... But how the hell can Virgin justify charging £50 for the sequel? It's a bloody disgrace. I bought a registered copy of *Doom* ages ago for £34.99 and as far as I'm concerned I shall be sticking with that and using WADs and patches to gain new challenges. *Doom II* may be one of the biggest games this Christmas, but I for one won't be taking part in the frivolity.

Duncan Everett, Swansea

Here come more... the tidal wave of comments about Doom II. *Why isn't it any different? Why aren't there any significant improvements over the original? Why is it so expensive? Any more for any more?*

DOOM II: THE CD AND THE PRICE



IS THERE REALLY any difference between the CD and HD versions of *Doom II* or is it just some excuse for Virgin to bang an extra five quid on a game that already costs too much in the first place?

Tony Hammond, Peterborough

You got it... £5 for the convenience of installing the thing off CD. If we were going to get really stroppy here we could go into the specific costings of CDs and floppies, but that might upset people. Oh, what the hell... let's do it anyway.

As you may know, Doom II *comes on multiple floppies – four I believe, but don't quote me. The CD version comes on one disc. A floppy costs about 20p to produce and a CD costs 30p (these are all "ish" prices). Four times 20p is 80p (doh! really?) – 50p more than a CD. Hmm... where does the extra £5 come from with* Doom II *then? It's an old argument about perceived value etc. that's been going on for ages regarding software prices, but with* Doom II *being over the £50 mark it gets people more riled than usual. Still... people are continuing to buy it by the thousand, though, aren't they?*

DOOM II: IS IT WORTH IT?



HAVING PLAYED THE original *Doom* to death... and we're talking absolute and total exhaustion of all possibilities here, I can safely say that I was really looking forward to *Doom II*. It's not often that the PC is the platform for a game which is so highly anticipated that it generates such excitement. After reading all of the reviews, though, it seems that my dream game isn't quite all that it's cracked up to be. Is it really nothing more than just a whole bunch of new levels with some new monsters and one new gun? Is it really worth the fuss? As yet I've not actually bothered to buy the thing and have made do with simply downloading more WADs from CompuServe as well as building up my own challenges with an editor.

T Rutheridge, Middx

Err... fair point. Do you really want me to actually respond to this? Next.

DOOM II: SOMETHING POSITIVE



I JUST WANTED to say that I'm really quite looking forward to *Doom II*.

I've been hanging out on CompuServe recently and it seems that there is quite a lot of negative feeling about the thing at the moment. As I write this, the game isn't actually in the shops yet, but I've been a big fan of the original and I'll certainly be buying the sequel. It's not often that a game comes out that is truly brilliant, so I reckon we should all support the good-quality stuff.

Ed Darragh, Kent

So far, this is the only really positive correspondence we've had about Doom II. *By the time the January issue of* PC Zone *is in the shops (the first week of December)* Doom II *will have been available for some considerable time. It's obviously going to be the subject of much debate... so why not let us know what you think? You can reach us by sending a letter marked* Wordprocessor, *or you can e-mail us on CompuServe marking the note* PC Zone *at 100142, 2152.*

OUTPOST OUTRAGE

I RECENTLY BOUGHT the CD game *Outpost* and was thoroughly disappointed with it. What crap! A game called *Millennium 2.2*, which was brought out back in the dark ages, had ten times the gameplay and atmosphere and that squeezed into 512K of RAM on my old ST. Admittedly, the animated pictures are stunning in *Outpost*, but you turn those off after a while to speed up the game and what you are left with is a sort of *SimCity* in space. What crap! And what a missed opportunity. To think what they could have done if they spent time improving the gameplay instead of filling up the disc with pretty pictures and uninformative speaking help files.

But Sierra is not alone with its lack of imagination – is there one CD-based game that you could say had new and exciting gameplay? No, it's all just fancy frills and port-overs.

While the hardware is expanding as fast as it is, all of the software companies are putting their energy into using the new technology and not finding the time to be creative.

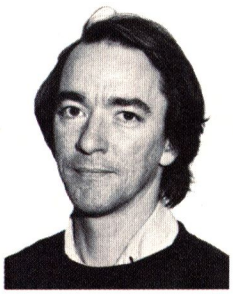
Ian Ramsbottom, Bounds Green, London

You must bear in mind, though, that new technology can inspire new ideas as well. Okay, at the moment the stuff is crap, but the developers are still finding their feet. All of a sudden they've got just short of a gig (or more when multiple discs are used) to do whatever they want with. Conventional development techniques are thrown to the wind and all of a sudden the teams are expected to know exactly to do with this new stuff.

Outpost *was Okay – it may have been slow but it was a good game with a vast database of information which was all sort of "beneath the surface".*

Bits & PCs

SEND YOUR QUESTIONS TO: *BITS & PCs, PC ZONE*, 19 BOLSOVER ST. LONDON W1P 7HJ



People playing *Doom* in total silence, people with memory loss, people worried about the future; fear not, for Mark Burgess is here to help you all.

Doomed to Silence

I AM THE proud owner of a brand new, rather spiffy Pentium with lovely graphics, but unfortunately, no sound card or joystick port. This situation needs to be rectified. Two years ago it would have been a simple choice: AdLib or SoundBlaster. Now, new boards seem to be coming out every month, so I'm getting a tad confused.

The board would be primarily for composing, with the occasional bit of games playing and multimedia and plenty of *Doom*. The ability to use my own samples as instruments would be a must. I know a cheap sound card won't turn me into the next Nine Inch Nails, but it's a start.

I was going to go for the Ultrasound, but I helped a friend configure his and, try as we might, *Doom* wouldn't make a sound. We had to change the board's DMA and IRQ settings to stop it arguing with his SCSI card (I have a similar model), but I would have thought that *Doom* would test all possibilities, especially as there doesn't seem to be any way of telling the game what settings to use. All the supplied example programs worked fine and *Windows* was lovely and noisy, but we are bereft of the sound of imps rending us with their big claws.

If you could let me know how to get the card to work with *Doom*, I'd instantly buy an Ultrasound. I don't have my friend's start up files, but he didn't have anything loaded except HIMEM.SYS, EMM386.EXE and the sound drivers. I think that DOS=HIGH, UMB was in there somewhere as well. If you don't know how to fix this, could you recommend an alternative card that will sample instruments and work with *Doom*? I would be very grateful.

On an entirely unrelated note: do you know of anybody who uses the freeware UNIX clone, Linux? I recently acquired a copy on CD, and while it is fun, its mysterious ways (and the fact that not all of the programs are fully written) make it rather hard to get along with. As I am not (yet) on the internet, I can't read any of the newsgroup postings or mailing lists. Is someone out there who can help me.

By the way, thank you for reviewing *Icebreaker* magazine for us – so far we've only sold three copies, but it's a start.

Andrew Clegg

If your version of Doom *is earlier than 1.2 then the GF1 IRQ must be less than 8, e.g.: SET ULTRASND=220, 1,1, 7,5 (7 is the GF1 IRQ).* Doom *1.2 and above can use any valid GF1 IRQ, including 11, 12, or 15. To get the full benefit of the music, install the General MIDI patch from the 2.06 Install Disks that came with your UltraSound.* Doom *will find your patches using the ULTRADIR environment variable, so use SET ULTRADIR=C:\ULTRAS ND to make* Doom *look in C:\ULTRASND\MIDI for the patches.*

If you have Doom *v1.0 then you will need to copy ULTRAMID.INI into your* Doom *directory and rename it DMXGUS.INI.*

Then all you have to do is choose UltraSound for both effects and music.

Note that Doom *v1.2 had a bug which caused the program to crash occasionally on some systems. The problem can be minimised by using an IRQ of seven or less, and upgrading the Ultrasound's on-board RAM to 1024k.*

I can't help you on Linux, I'm afraid, but at least I can point out that the brilliant Icebreaker *is available from Andrew Clegg (tel: 0483 62681) @ £2 plus p&p for disks (50p plus p&p if you send in two HD disks) or £1 plus p&p for the paper version.* **MB**

Card Games

I AM seriously considering purchasing a sound card with a CD-ROM interface, probably one that uses a wave table synthesis instead of the FM chip operated SoundBlaster clones currently available.

It would be used for games mainly – playing music/sound files from shareware libraries etc. I'm not bothered about ease of installation.

The card will still have to be supported in several years' time, so a Win Sound System compatible card may be advisable (sw32) due to Win 4 (replacement for DOS) being the future way forward.

The only two cards that are in the running at the moment seem to be the Advanced Gravis Ultrasound and the Orchid Sound/Game Wave 32. Both have their own advantages/disadvantages, yet the Ultrasound seems to come out best. Which is the best though? Following are the advantages and disadvantages that I've listed for both cards.

Ultrasound

Advantages	Disadvantages
• 32 voice channels. • 3D surround sound. • Optional SCSI. • Good software support. • Cheapish (£105 + VAT and P&P). • System software compatibility could allow for compatibility with new cards that come out.	• Pay extra to have • 1MB ROM and SCSI. • Use software for compatibility – takes up hard disk space. • Doesn't support MT-32 or Win Sound.

Sound/Game Wave 32

Advantages	Disadvantages
• Supports Win sound system & MT-32. • Good hardware compatibility. • Has 1MB RAM as standard. • Everyone reckons this is the best thing since sliced bread.	• Not upgradable to scsi. • Only 24 choice channels. • No specific software support as yet.

Then there are all the new boards coming out, like the SoundBlaster AWE32 with the Wave Blaster add-on board and the Logitech Sound Man Wave.

So, which is the best sounding, supported and the most future-proof card to purchase.?

Anton Roberts, Craven Arms, Shropshire

We did a head-to-head review on these cards in issue 10. I'll recap briefly: the Sound Wave is an impressive card and the Game Wave is the same kind of thing but with the sampling abilities taken out. The Ultrasound has suffered with bad support, but this is changing rapidly. I know Elite II: Frontier *won't support it, but then it's a weird program in other ways. The Ultrasound does have MT-32 compatibility, incidentally. The problem with the software emulators is that they take up vital memory. I've used both and was impressed by the Orchid's ease of use and set up, but at the same time the Ultrasound, once you've got the damned thing going, is the better card as far as sound is concerned. The 3D-surround sound is brilliant. I can't remember if the Ultrasound supports Win Sound: I'd be surprised if it didn't. Extra drivers for Ultrasound are easily available on bulletin boards and in shareware libraries, and Gravis try hard to keep their customers satisfied.*

Having said all that, I was deeply awed by the SoundBlaster AWE32 (review last issue) and if you can afford it, that would be the one to go for. No sound card can be truly future proof, but the AWE32 has lots of room of expansion. Otherwise, I'd go for the Gravis. **MB**

Missing Memory

I HAVE A reasonably strange query, methinks, as none can seem to answer it, not even the company I purchased my PC from. It seems pretty straightforward to me, but still...

When my computer boots up, I get the message "3072K extended RAM passed", which is fair enough you may think. When I type "mem" at the DOS prompt I receive the message that I have 3145728 bytes total contiguous extended memory, exactly 3072K in fact, which is all well and good I'm sure you believe.

Yet when I type "mem" on many other friends' computers, what do I see in return? They all have over 3400000 bytes of contiguous extended memory. This does make more sense, as generally I thought that 640K is for the old base memory, and the other 3300K or so would add up the whole she-

bambles to around 4000K (4MB). So why does my machine only have 3072K worth of extended memory? Where has the other 300K gone?

"Oh, trivial matter!" I hear you cry. "What's an odd 300K between computers?"

Well quite a lot, actually. Being the owner of a mere, humble Mitsumi CD-ROM drive with the pitiful 150KB/s transfer rate (even though it's advertised at 175KB/s, I might add), I need all the spare memory I can muster for a speed cache program. I've found my speed cache only makes much of a difference in units of one megabyte, as any additional megs between the memory doesn't alter any speed. So, generally, a good two meg of caching is required for the more power-pinching games (like *Return to Zork* and *Rebel Assault* – I asked LucasArts which were the best specs for the game, nice people there you know, very helpful).

Anyway, the point is that if a game needed something like only two meg EMS, because of the missing 300K, I'll only have around 800K left (after deducting memory reduction from loading DOS high, etc.), which will lead to an extremely feeble cache.

So, to put it to you again: why hasn't my PC got the extra 300K other machines have, even though my PC is supposed to be four MB like the others? Do yours have similar memory set-ups? If so, why? And what... no, I think that's enough for now.

Thank you for your time.

R. Greenhill, Ilford, Essex

The first 64k of extended memory is where DOS is loaded high. I reckon your 300k is being used for shadow ROM. You can turn it off from SETUP. The problem is (will be) that RAM is faster than ROM, which is why the ROM's contents are copied to the top 384K of the first Mb. Turning off shadow ROM will slow down your machine and the £100 or so to get 8Mb will look like a good deal. **MB**

Tornado Crash

I have a Evesham Vale Prestige 486SX 25 MHZ. Having installed *Tornado* on my hard disk and booted up my computer on the base configuration, I then loaded the game up. The program loaded and the main screen came up. I selected the flight option icon and then the simulator option icon using the mouse. Than I selected NO. 1 : IDS Free Flight (Airborne) on the situation menu, followed by commit. The situation loaded because on the screen came the Tornado screen with the picture and the words "V1.0E" and the display changed to the cockpit.

After about two seconds I get the following error message on screen:

On Board Parity Error
ADDR (HEX) = (1000 : 2002)
SYSTEM HALTED

I have tried this on several options in the simulator situation menu and also the combat and training options. When take off is selected the same error occurs although the ADDR (HEX) numbers are slightly different,

These are the messages I get in ERROR.LOG:
MESSAGE: GAMEPLAY RESET
MESSAGE: GAMEPLAY RESET
MESSAGE: INITIALISED GAMEPLAY
MESSAGE: GAMEPLAY RESET
MESSAGE:NO CAMPAIGN RECORD

I have even tried the Tornado boot dick, but the same problem still occurs.

M. P. Hunt, Hull

There is the very slightest chance that there is something wrong with the game. Try a new copy. Unfortunately, what is most likely to be wrong is some memory somewhere in your computer. A parity error is usually generated by the memory and I imagine that Tornado is using memory that hasn't been fully exercised before. Memory chips are very unreliable and computers try to keep a check on them by writing a "parity bit" at each memory address.

Your computer is telling you that part of your memory has failed, but it is not being very helpful about it. Test the memory of expansion cards first. So, if you have just fitted a sound card, take it out and try Tornado set up without it. A bum chip on the sound card will be fairly easy to deal with. If there's no luck there, then the error will be amongst the main memory chips on the motherboard. You could try to isolate which bank, by removing the chips and re-configuring, but it's a bit of a job.

I'm afraid that the machine will have to go back to the shop. I had a computer that showed up a parity error message after about eight months use. The shop replaced it without any fuss. **MB**

Bad Form

Hello! I've got a couple of problems related to viruses which I hope you may be able to help me with. Using MS MSAV the other day (I've got a 486 PC, by the way I heard a whining beep that signalled a virus. I found that my hard drive was infected with FORM so I cleaned it and MSAV said it was OK.

Firstly, will the hard disk be OK now that I've removed FORM by cleaning, and do I have to install stuff again? None of my files seem to be any different and the system is running OK. Also, does the same apply to floppy's – some of my originals, e.g. *Windows* and DOS, were infected, so after they have been cleaned can I still use them?

A more general question is: what is the best way to avoid infection? I've heard that it's good practice to load a virus checker or two as TSR's and perform regular versified back ups. Is the back up of the whole hard disk or just of each individual floppy?

R. Davies, Wigston, Leicester

I've come across FORM; it's fairly new and relatively benign. It started as a virus that spread on bootable floopies and then mutated on form there. Once FORM is removed from memory you must scan all floppies as well as your hard disk. The reason for scanning all floppies is that you don't know when the virus first came on your system and you can't afford to take any chances. You won't have to re-install the program once your system has been cleaned and you can still use cleaned floppies.

I use the TSR VSHIELD from McAfee – it's shareware, available from any BBS or shareware library.

The best way to avoid infection is to scan every floppy before you load it into the system.

Vigilance is the answer. Cleaning up after a virus has infected can take days and you may have lost important data in the meanwhile. **MB**

What is it with... Buses?

The bit of *Bits & PCs* that covers everything you wanted to know but never got round to asking

I promise that I won't make any jokes about big red things that all come at once. Deal? So far we've had a look at the processor, which is like the heart of a PC, and the clock, which is like its pulse. This month we're looking at the bus, which is a bit like the arteries.

A bus is really a collection of wires which carries the electrical signals to and from the processor. The high and low voltage signals make up bits, but you already knew that, didn't you?. The bus on the early PCs carried eight bits at a time. However, today's buses will often carry 32 bits. So what does that mean to you? Well, it makes the computer go faster. If you're transferring sand from one bucket to another, a 16-bit bus is like using a cup and a 32-bit bus is like using a pint mug. An eight-bit bus is like using a teaspoon.

Let's look at the different types of buses, starting with the original classic bus – the ISA or Industry Standard Architecture.

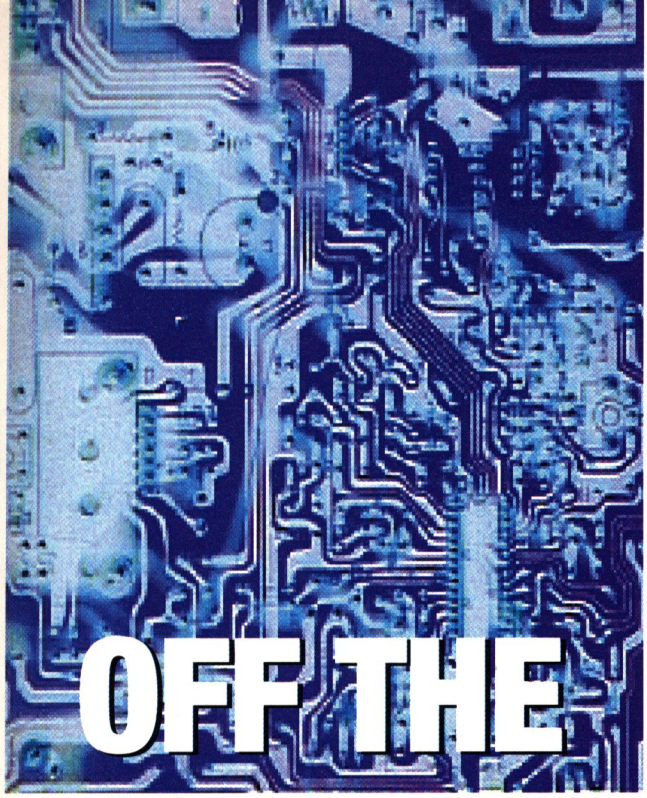
ISA – the current ISA bus is only the second version and is 16-bit instead of the classic eight-bit. The reason for this bus still being around is that it's simple and reliable. The components it requires are all easy to find, cheap and 100 per cent compatible. It's slow, but no other protocol is so widely supported.

MCA - Micro Channel Architecture. This is IBM's 32-bit bus and only they use it - although there were a few non-IBM MCA machines a while back. Because clone manufacturers didn't feel like letting IBM control any more of the industry than they do already, they got together to design their own 32-bit bus, the EISA.

EISA - This is a 32-bit bus which is compatible with the original ISA. (EISA stands for Extended Industry Standard Architecture.) The only reason it isn't found more often is because the design is proprietary – this means that manufacturers have to pay to use it. And guess who they pass the cost onto? Yep. You, the bus users. A speedy bus for manipulating large chunks of memory, it is most often found in file servers and graphic workstations.

VESA – Video Electronic Standards Association. This is a "local" bus. What that means is that they effectively bring the motherboard and a component (Hard Disk card, graphics card) closer together. By doing this, they shorten the distance bits of data have to travel and therefore reduce the amount of time the processor is waiting for something to arrive. VESA started off well, but is virtually dead now.

PCI – Peripheral Component Interconnect. This is another local bus. The PCI was designed by Intel, the company that designed the 80x86 chips that all IBM or compatible PCs either use or emulate, so they should know what they're doing. It's the same kind of thing as the VESA bus, but without the occasional clashes that occurred with chips faster than 50Mhz. It is as fast as VESA and has an auto-sensing motherboard. This means that it checks what ever you slot into it and adjusts the parameters so that it works. This is not only an excellent idea, but it actually works. PCI is *the* future-proof bus (in my humble opinion, anyhow).



OFF THE BOARDS

Fly through outer space, catch up with *Cannon Fodder* and fight for the crown of England. Mark Burgess looks at the latest shareware and sorts the great from the garbage.

SUPERFLY

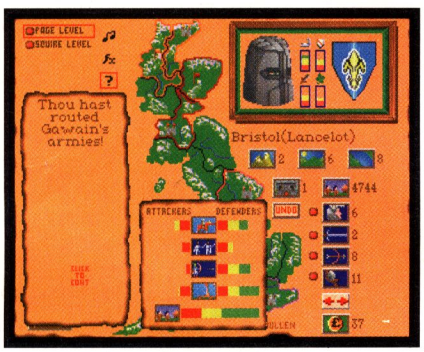
From the best to the worst. *SuperFly* is from Nels Anderson who produced a good version of Mah Jong a while back and wrote the shareware classic *Shooting Gallery*. The aim of *SuperFly* is to swat flies. You must swat the Super Fly at each level to progress to the next. The more things you swat – spiders, caterpillars and flies – the more points you score. A version of this game was knocking around about three years ago and I cannot see what good it will do to Anderson's reputation to release this now. It runs in EGA and on almost any computer. And it can do this because it's rubbish. I can't remember a game being this graphically poor since *Nuclear Gremlin*, but at least that was funny and had a bit of gameplay. No such luck here.

Shareware from: Nels Anderson.
Registration: £12.95 from Nildram Software.
Needs: 286 (maybe 8086) or better EGA.
Comments: Don't bother.

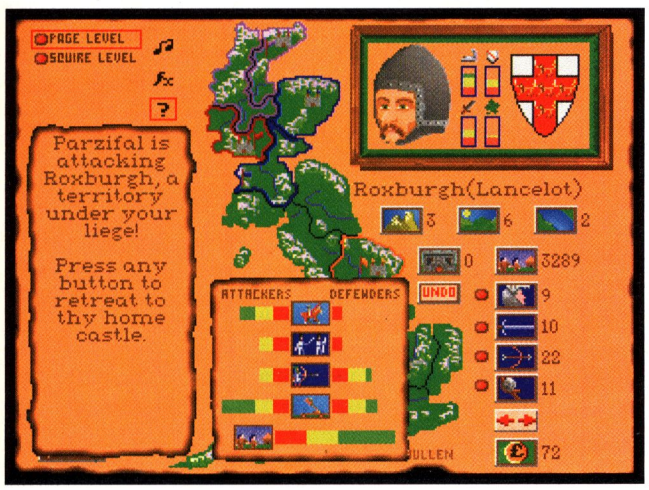


(Left) Coo, just look at these stunning graphics. If you really look carefully you can see a few guts spilt about, or is that the swatter...?

KORT



(Below) Kort is an accessible strategy game and, as you can see, if doesn't look too bad either.



Back to earth with this one. Indeed, back to the Middle Ages as you conquer Great Britain on behalf of King Arthur. *Kort* is a turn-based strategy game, similar to *Castles* and many shareware *Risk*- and *Conquest*-type games. You scout other realms and decide whether you are strong enough to attack them. Of course, the other knights have the same idea.

The more territory you have, the more taxes you can raise and the more soldiers you can hire and the more territory you can conquer. You get the idea. Each territory has mountains (which determine how much gold it has), plains (which determine peasant population growth), rivers (which determine peasant population growth and castle strength), and finally castles (which determines how well a territory will be defended). Peasants serve as defensive forces, attacking forces are made up of knights, foot soldiers, bowmen and, of course, catapults.

There are two skill levels in the shareware version: Page and Squire. Page is the easier, with accurate intelligence and incompetent opponents. All random events are good, at least they are for you. At squire level you have less information and tougher opponents. Registration brings knight level (which is really tough), animated tournaments, the ability to summon Merlin for a bit of spell-casting, build castles anywhere, collect emergency taxes, multi-player options and the ability to be one of five knights. In the shareware version, you can only play the role of one knight, Sir Lancelot.

Game control is simple using the mouse, and fairly intuitive. The three-page readme file tells you everything you need to know. Registration is being handled in the UK by Testware.

Now I'm not really a great fan of these "conquer the kingdom" type games, but I enjoyed this one. It wasn't too difficult, although I got beaten on Page level, and it was easy to get into. Worth a look.

Shareware from: Brandon McMullen for MVP Software.
Registration: £30 from Testware (0243 886 415).
Needs: 286 or better VGA, mouse.

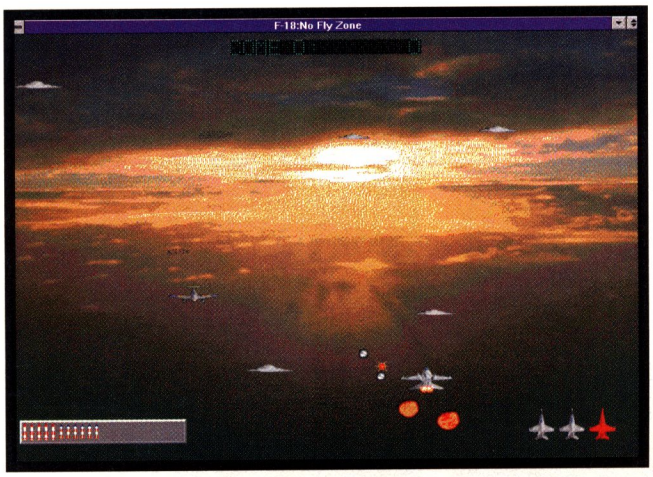
F-18 NO FLY ZONE

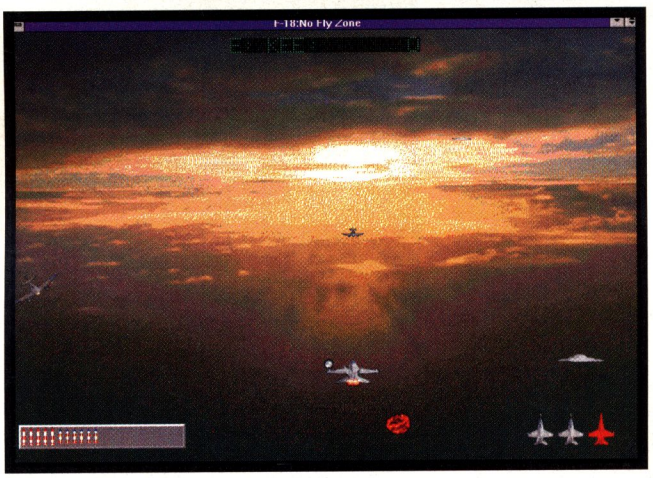
People still attempt to play arcade games that run under *Windows*. Take my advice – it's really not worth it. They are either too slow or else they need ridiculous system resources. Latest out of the stalls *F-18 No Fly Zone*. Just to be different, this is a *Windows* game that runs too fast on some computers. It was virtually unplayable on a DX2.

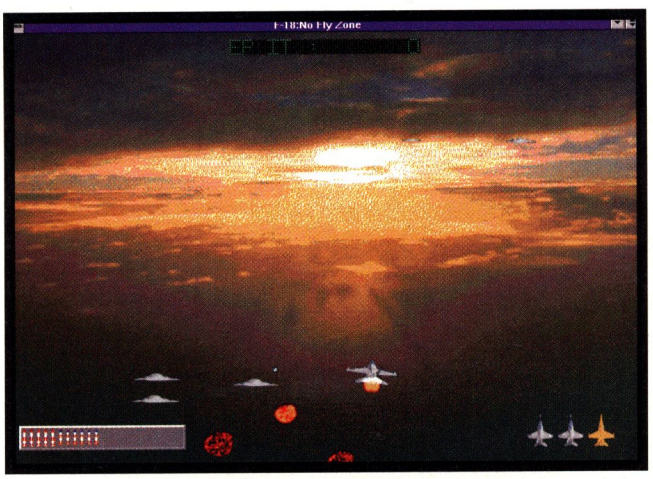
F-18 No Fly Zone has you flying through a thick formation of on-coming aircraft. Shoot them down and collect missile and health bonuses. But before you reach for your fire button and sweep the sky clean, remember that some of them are hospital planes and the UN will take a dim view of their demise. You lose 1,000 for shooting down a normal medical plane and your score gets reset to zero if you take out a big one. Unfortunately the graphics are pretty terrible and you can't tell what is a medical plane. I spent the first four sessions shooting at clouds.

If the graphics (and the instructions) could do with a lot of improvement, the sound is amongst the best. Stirring classical music for the intro and heavy rock for the combat. The sound effects are brilliant with digitised explosions, radio traffic and, finally, the great "game over man!".

Sounds alone do not make a good game – *F-18 No Fly Zone* is let down by the graphics, which veer from too fast to jerky, depending on your machine, and the feeble gameplay. It may be worth a download if you have a computer between 386DX and 486DX. But don't pay money for it.







Shareware from: Doe Entertainment.
Registration: $24.
Needs: *Windows 3.1x*, 386-33DX or better, 6 MB RAM, fast video card and driver, mouse, keyboard or joystick, VGA 256 colours.
Supports: (stereo) 8- & 16-bit sound – any card supported by *Windows*.
Comments: Joystick must be supported by IBMJOY.DRV.

This month's programs

CompuServe

Forum	Section	Program	Filename	Size
GAMERS	Action Games	Cannon Fodder	cannon.zip	1341728
GAMERS	Action Games	F-18 No Fly Zone	f-18nfz.zip	1397376
GAMERS	Action Games	SuperFly	sfly.zip	104,282
GAMERS	Action Games	Xatax	xatax.zip	442,064
GAMERS	Action Games	Zone Raiders	raid.zip	694,018
GAMERS	Strategy	Kort	kort.zip	588,607

WHAT IS PUBLIC DOMAIN AND SHAREWARE?

PUBLIC DOMAIN

This is software that's free. You can copy and distribute it as you like. The only conditions are that you do not pass the work off as your own, do not incorporate it in another program without due credit and, of course, that you do not charge money for something you have got for nothing.

SHAREWARE

This is software that asks for a registration fee, either after a specific time or "if found useful". The fee varies enormously and you are morally obliged to pay it or stop using the program although it is true that many programs ask you to send $5 to an address in Wichita. A leading shareware author recently estimated that about 90% of users don't register. Registration brings the latest version of the program, a place on the mailing list for updates and, often, a properly printed manual. Not to mention a warm glow of moral satisfaction.

OTHERS

Bannerware/Adware: These are programs where the author does not ask for any payment but reserves copyright. This means that you have a free license to use and copy the game.

DEMONSTRATIONS

Many commercial software houses will release a playable demo of their latest games so that you have some idea of what you're expected to pay £50 for. Not often found in libraries, they tend to live on the cover of magazines or on bulletin boards.

WHAT DO YOU GET?

The disk should contain a file called READ.ME or README.1ST. Read it by typing TYPE README.1ST | MORE. There will also be some sort of batch (.BAT) file in the disk. Typing in the name of it should load the program.

Most programs will come in archived form. This is because the library is trying to fit as much information as possible on a 760k disk. The files will have extensions such as .ARC, .ARJ, .LHA, .PAK, or .ZIP. However, the disk will come with a program that will decompress the files, together with instructions on how to use it.

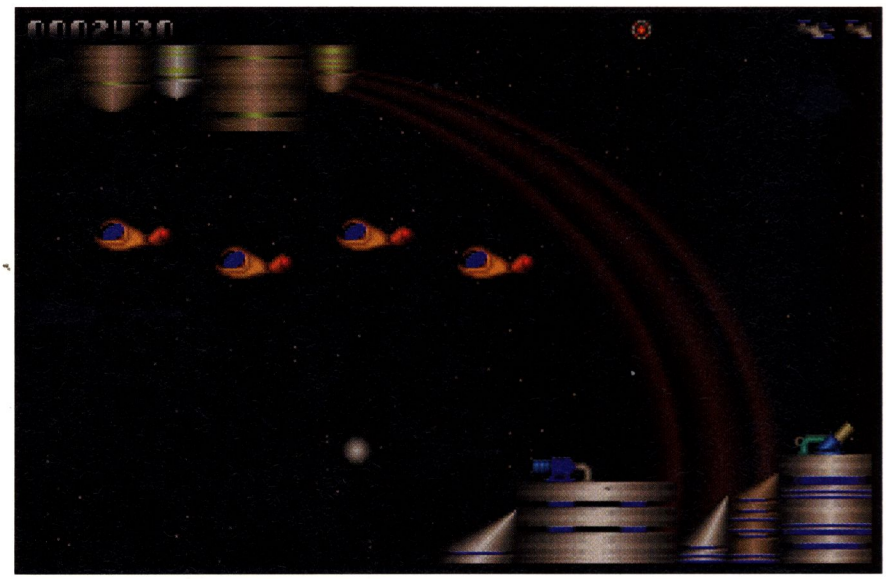
XATAX

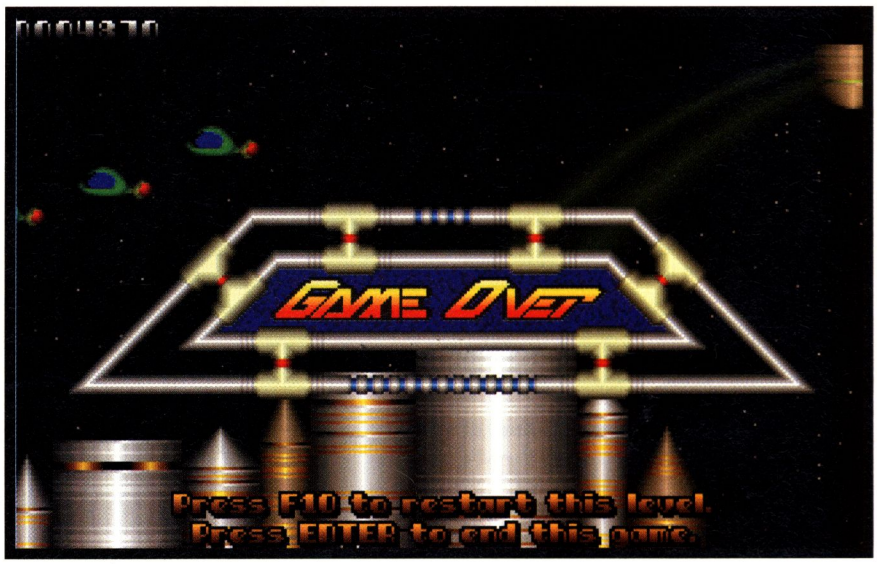
The latest release from the great firm of Pixel Painters is *Xatax*, a stunning horizontal, scrolling shoot 'em up.

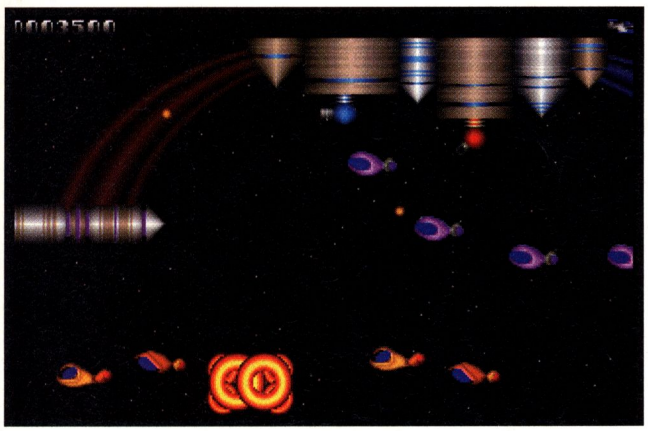
After the usual guff about alien invasions (in 2437, after two hundred years' peace...) you hop into your craft and start killing things. You are armed with missiles (CTRL) and one bomb (ALT), but you can pick up various power-ups on the way. These include more ammo, different weapons and shields. The last are very useful, as your unprotected ship can only take one hit or a collision. Then it's back to the beginning of the level.

The gameplay is loosely based on *Scramble*, if anyone still remembers that. You have to shoot or dodge on-coming ships at the same time as destroying ground targets (which are also shooting at you). It's tough, but very good – the graphics and sound are exceptional. Playing with the keyboard is a bit of a pain as this game really needs a joystick or a gamepad. But then that's the sign of a good blast. The first episode is shareware and registration brings you another two.

Shareware from: Pixel Painters.
Registration: $20.
Needs: 486 or better, at least 4 MB RAM, VGA.
Supports: AdLib, SoundBlaster, SoundBlaster Pro or compatibles, joystick or gamepad.









(Above) If, like me, you are crap, you'll get to see this screen lots.

(Left) Lovely graphics and wanton distruction. What more could you ask for, Malcolm.



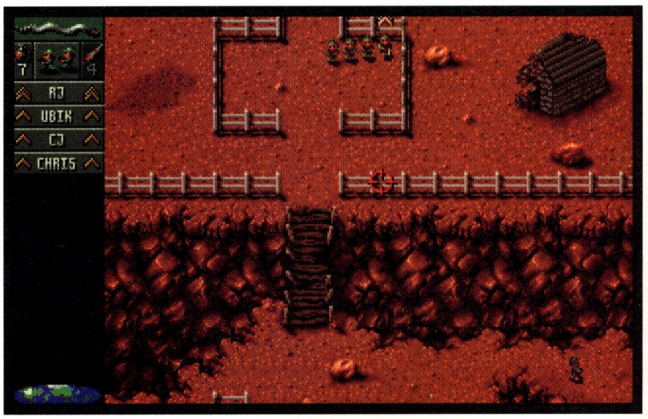
CANNON FODDER

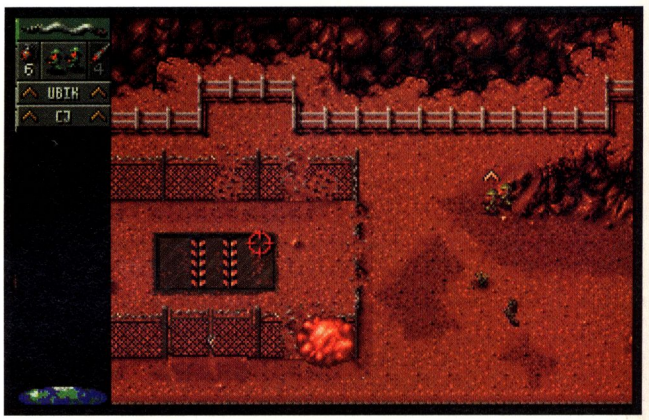
No, this isn't a mistake. *Cannon Fodder* is up there on CompuServe and coming to a BBS or shareware library near you. The comment to the file says that the "hit British game" is now available as shareware. Gosh. And it is the first shareware game with a CD registration option. Coo. It's the same Virgin game all right – the one that scored 90 per cent in *PC Zone 14* – only uploaded and distributed by MVP Software. It's a 30-day evaluation job, and as I've just downloaded it, I'm not sure how complete it is.

Just in case anyone out there hasn't played *Cannon Fodder,* I'll give a brief run down. You command a group of fool-hardy recruits and use them to kill the other side's recruits and to blow up buildings. You can capture and use gun turrets and tanks, split up your squad and trip over crates of rockets, shells and bullet-proof vests. That doesn't convey what a brilliant and addictive game *Cannon Fodder* is. It starts off easily enough, but soon your whole village of conscripts don't look sufficient. If you can keep you men alive for long enough, they get promoted – this means that they fight better, shoot farther and so on.

It's completely irresponsible fun, and programmed with the same cunning and care you would expect from the Sensible team.

The graphics are in a sort of isometric perspective, with your troops as diddy men. The whole thing is controlled by the mouse (left button to move, right to fire, both for special weapon). When you shoot the enemy, he expires in a welter of blood and you can machine gun the wounded and watch them hop about. Smart. Our reviewer, Patrick, reckoned it was "great fun for all the wrong and right reasons" and that about sums it up. Absolute classic. Get it now.





Shareware/Demo from: Virgin/MVP.
Registration: $34.95 for floppy or CD version.
Needs: 386 or better VGA 2MB RAM.
Supports: All major sound cards – SoundBlaster and compatibles, Roland, etc.
Comments: Needs 580K base RAM

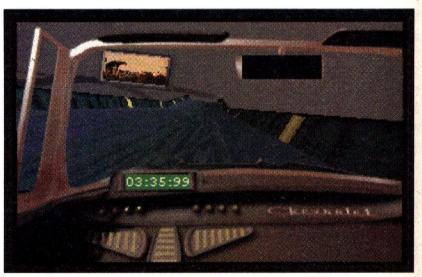
ZONE RAIDERS

This isn't really a game, but a demo of what might become a game if given a bit of encouragement. When finished it will become *Zone Raiders* – an action-packed, role-playing simulation from Image Space Incorporated. At least that's what they say.

The 3D-graphics are very impressive. In the demo you drive a vehicle equipped with a hoverplate and omnithruster, allowing dangerously high speeds and neck-snapping manoeuvrability.

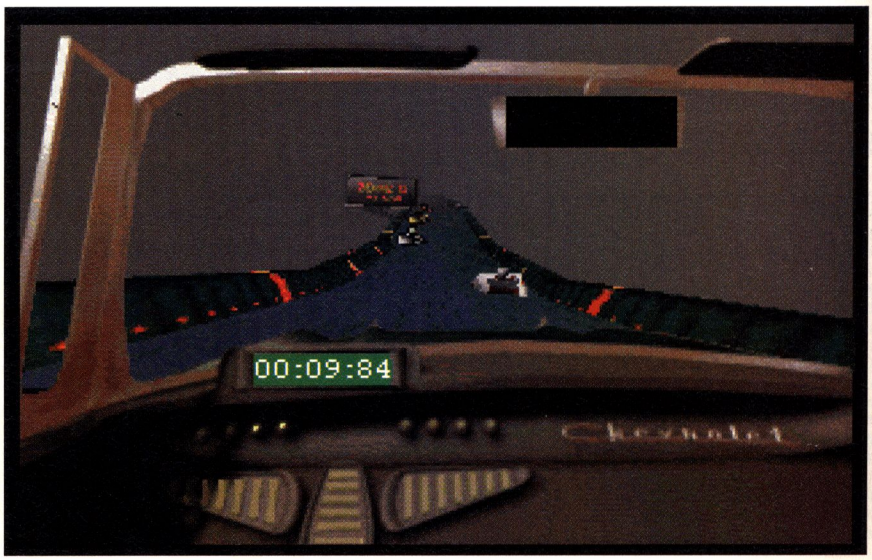
In the final game you will have to do things, but at this stage all you do is drive around gawping at the scenery. The car can be controlled from the keyboard but with difficulty. Better is the mouse, and best, is the joystick.

There is a record/playback facility (up to 5,000 frames) built in. It's worth the effort of downloading, although it's devoid of any sort of gameplay (the version I had didn't even have the collision detection worked out).



Freeware from: Image Space Incorporated.
Registration: N/A.
Needs: 486DX or better PC with 4MB free RAM and VGA.
Supports: Joystick and mouse.





BUYERS GUIDE

Welcome to the all-singing, all-dancing *PC Zone* Buyers Guide that is to gaming what the BR timetable is to trainspotters. You name it, it's here – painstakingly compiled by our very own engine driver.

Issue 1 – April 1993

Dune II
(89: Recommended) Virgin Interactive Entertainment – Strategy £35.99
Civilization meets *Sim City* in a frantic spice 'em up.

Lemmings 2: The Tribes
(88: Recommended) Psygnosis – Puzzle £39.99
A brilliant reworking of one of the best computer games ever written.

Ragnarok
(60) Mirage – Board Game £35.99
As the great man said: if you like this sort of thing, this sort of thing you like. Let down by too many inessential, flashy bits and not enough on the main, interesting idea. As stand-alone shareware, *The King's Table* would rate 75%.

Reach For The Skies
(52) Virgin Interactive Entertainment – Flight Sim £35.99
Uninspired WW2 flight sim with pretensions to strategy that don't stand up to close inspection.

Shadoworlds
(60) Krisalis – Role-Playing Game £34.99
We asked a hundred people who'd played *Shadoworlds* if they thought it was a damn good game with a smart control system. They said "Yes". Our survey said "Erk-err". Sorry, they lose.

Stunt Island
(82: Recommended) Infogrames – Flight Sim £49.99
A unique simulation that combines all the fun elements of flight sims with superb 3D construction, film and editing utilities. A bit on the pricey side, but good value for film buffs nonetheless.

Tegel's Mercenaries
(50) Electronic Arts – Strategy – Deleted
Not funny. Not entertaining. And not very good.

The Complete Chess System
(80: Recommended) Kompart (UK) Ltd – Chess £34.99
Good enough for the expert, easy enough for the beginner.

The Legend Of Myra
(65) Grandslam – Puzzle 14.99 – £10 direct
One of the best *Boulderdash* clones to appear recently. Hardly original, but fun for a while if you've got fast reflexes.

Transarctica (CD)
(55) Simarils – Strategy £39.99
Reads a lot better than it plays. Very disappointing.

Ultima Underworld II: Labyrinth Of Worlds
(94: Classic) Origin – Role-Playing Game £39.99
Just go out now and buy it, okay.

Issue 2 – May 1993

Archer Maclean's Pool
(87: Recommended) Virgin Interactive Entertainment – Sport £25.99
Excellent Pool game. An impressive, if not wildly different, sequel to *Whirlwind Snooker*.

Battlechess 4000
(81: Recommended) Electronic Arts – Chess £44.99
Brilliant, funny and with a workmanlike chess sim attached. But for how long will it stay funny?

Blade Warrior
(40) Zeppelin Games – Combat £9.99 (£12.99 CD)
Arcade combat jaunt with a smattering of detailed quest elements.

Buzz Aldrin's Race Into Space
(90: Classic) Interplay – Strategy £39.99
Testing strategy/historical simulation. Buy it.

Crystals Of Arborea
(47) Simarils – Role-Playing Game £2.99
A badly designed RPG with only its price to recommend it.

Heroquest
(66) Gremlin Graphics – Board Game £11.99
A good, but uninspired conversion of the classic board game.

Jordan In Flight
(70) Electronic Arts – Sport £39.99
Looks good, plays okay. There's just not enough to it, and it's a bit too easy.

Metal Mutants
(45) Simarils – Combat £2.99
Impress your friends – this disk makes an unusual coaster that will brighten up any coffee table.

Ringworld
(80: Recommended) Tsunami – Adventure £39.99
An engaging interactive point 'n' click sci-fi romp.

Shadow Of The Comet
(87: Recommended) Infogrames – Adventure £44.99
A successful attempt to recreate the work of Lovecraft for game players. A must buy.

Space Quest V: Roger Wilco The Next Mutation
(72) Sierra On-Line – Adventure £39.99
Better than the usual twee nonsense from Sierra.

Spear Of Destiny
(60) Psygnosis – Shoot 'Em Up £39.99
Out classed, out of time and overpriced.

Storm Master
(70) Simarils – Strategy £12.99
An attractively presented and absorbing strategy game.

Veil Of Darkness
(70) US Gold – Role-Playing Game £35.99
Good script, easy to play but a little short.

Wacky Funsters
(30) Accolade – Compendium (not available in the UK)
The game never gets beyond being the equivalent of an enjoyable demo.

X-Wing
(88: Recommended) LucasArts – Space Combat £45.99
Fabbo space-based shoot 'em up.

Xenobots
(75) Electronic Arts – Combat £39.99
A spanking good, strategic shoot 'em up, which has too short a life expectancy for our liking.

Zool
(85: Recommended) Gremlin Graphics – Platform Game £34.99.
The best platform game released for the PC so far.

Issue 3 – June 1993

DJ Puff
(62) Codemasters – Platform Game £9.99
Okay, but it looks like an 8-bit console game.

Dogfight
(50) MicroProse – Flight Sim £44.99
Far too easy, major flight model discrepancies and grass can kill you. All in all, a pile of jobs.

International Athletics
(55) Zeppelin Games – Sport £9.99
Fun as far as it goes, which isn't far.

International Rugby Challenge
(67) Domark – Sport £34.99,
Scores a try, but doesn't quite manage the conversion.

Serpent Isle: Ultima VII Part Two
(89: Recommended) Origin – Role-Playing Game £44.99
Origin's flair for storytelling and atmosphere creating pays off once again.

Spaceward Ho!
(25) New World Computing – Space Combat £44.99
There are better strategy games for free.

Strike Commander
(65) Origin – Flight Sim £44.99
There are lots of brilliant bits, but unfortunately there's also an equal number of "unbrilliant" bits.

The Greatest
(70) Beau Jolly – Compilation £39.99
A good way to save £81.98 and try out some good, if slightly old, games.

The Legacy
(60) MicroProse – Role-Playing Game £44.99
A brave attempt to create a gothic role-playing game which doesn't quite gel.

The Terminator 2029
(50) Bethesda Softworks – Combat £29.99
Terminal Case.

Tony La Russa II
(73) SSI – Sport – Deleted
An exceptionally-detailed baseball game, and almost a very good one.

Unlimited Adventures
(59) SSI – Role-Playing Game £37.99
Competent, but not the most essential purchase ever.

Wayne Gretzky Hockey 3
(69) Bethesda Softworks – Sport £44.99
May appeal to buffs, but has nothing to attract the casual browser.

World Cricket
(30) Zeppelin Games – Sport £9.99
Fails to provide either action or strategy.

Issue 4 – July 1993

Boston Bomb Club
(70) Simarils – Puzzle £9.99
Fairly basic but fairly addictive puzzler.

Cohort II
(30) Impressions – Strategy £34.99
All the fun and entertainment of a barium meal.

Eye of the Beholder III: Legend Of Myth Drannor
(64) SSI – Role-Playing Game £39.99
Has none of the feel or atmosphere of its prequels. Strictly for the yellow-fingernailed brigade only, I'm afraid.

Freddy Pharkas Frontier Pharmacist
(85: Recommended) Sierra On-Line – Adventure £39.99
An utterly absorbing, entertaining and difficult point 'n' click adventure with some incredibly naff in-jokes.

Maelstrom
(70) Empire – Strategy £39.99
You've read the review – you decide.

Nippon Safes Inc
(66) Global Software – Adventure £34.99
Great plot, nice artwork, decent price but nothing out of the ordinary.

Populous And The Promised Lands
(85: Recommended) Hit Squad – Strategy £14.99
One of the greatest games ever written – buy it!

SimLife For Windows
(69) Virgin Interactive Entertainment – Strategy £35.99
If you liked *SimEarth*... Fun, but not lasting fun.

Space Hulk
(90: Classic) Electronic Arts – Strategy £44.99
Death, destruction, blood, gore, tension, fear, and a damn good game as well.

Starblade
(22) Simarils – Space combat/Trading £9.99
It crashes a lot, but why care?

Strike Fleet
(75) Hit Squad – Wargame £14.99
A worthwhile addition to naval sims.

Super Ski II
(20) Microids – Sport £9.99
Sad, speccy ski game.

The 7th Guest
(60) Virgin Interactive Entertainment – Adventure £44.99 (CD)
Technologically okay, but disappointingly weak on gameplay.

Tom Landry Strategic Football
(75) Merit Software – Sport £44.99
A very good, strategic, American football sim that could do with more player involvement.

V For Victory 3 – Market Garden
(82: Recommended) Three-Sixty Pacific – Wargame £34.99
Why bother with boards, hexes and counters when you've got games like this?

Where In Space Is Carmen Sandiego?
(85: Recommended) Electronic Arts – Edutainment £39.99
Educational, fun and highly recommended.

Issue 5 – August 1993

10 Intelligent Strategy Games
(60) Oxford Softworks – Compendium £34.99
Good sampler and cheap if you need them all.

688 Attack Sub
(78) Hit Squad – Submarine Simulation £14.99
Sub-standard? Definitely not!

Air Bucks v1.2
(49) Impressions – Strategy £34.99
A potentially interesting variation on a theme, which fails largely due to being more than a tad unexciting.

Betrayal At Krondor
(91: Classic) Dynamix – Role-Playing Game £44.99
The licence makes a lot of difference – great story, great game.

Championship Manager '93
(75) Domark – Sport £29.99
An undoubtedly "serious" management game that's involving, but occasionally unnecessarily slow.

Chess Maniac 5 Billion & 1
(60) Spectrum Holobyte – Chess £44.99
Falls between two stools – and I'm being very nice here.

Dizzy Collection
(60) Codemasters – Compilation £35.99
Contains: *Fast Food Dizzy, Fantasy World Dizzy, Kwik Snack, Dizzy Prince Of Yolkfolk, Magicland Dizzy.*
A poor egg-scuse to make totally unfunny egg yolks. Just about playable.

Ishar 2: Messengers Of Doom
(50) Simarils – Role-Playing Game £32.99,
Would have been a real contender if it had been released a year or two earlier.

James Pond 2: Codename Robocod
(87: Recommended) Millennium – Platform Game £30.99 – Only available in a compilation
"Nifty scrolling, great gameplay" is our first remark on playing Robocod, closely followed by "Has anyone got a pair of sunglasses?"

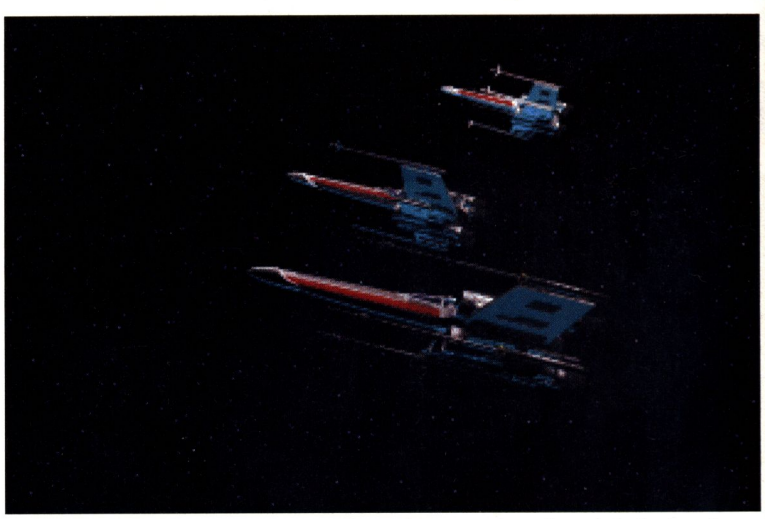
Premier Manager
(59) Gremlin Graphics – Sport £29.99
Not recommended as a full-priced game – it would make a good, fun budget game.

Prince Of Persia 2: The Shadow And The Flame
(89: Recommended) Brøderbund – Platform Game £39.99
We reckon they could have done more with it, but it's a corker nevertheless.

Protostar
(80: Recommended) Tsunami – Space Combat/Trading £39.99
A slick game that's full of nice touches and good ideas, but if you're not patient, don't bother.

Syndicate
(90: Classic) Electronic Arts – Strategy £44.99
Incredibly violent, completely amoral and brilliant fun.

The Cycles
(55) Hit Squad – Sport £12.99
Sadly, an overpriced and underpowered ride into the past.



X-Wing: groove on down to the old "destroy the Death Star, save the croissant-haired princess" tune.

War In The Gulf
(81: Recommended) Empire – Wargame £34.99
Another great set of blood-thirsty missions for one of the most playable 3D battle sims ever.
Worlds Of Legend
(73) Mindscape – Role-Playing Game £25.99
Perfectly reasonable but rather old-fashioned fantasy RPG jobbie.
WWF Wrestlemania
(58) Hit Squad – Sport £9.99
Fairly limited beat 'em up, which was delivered much better on the console.

Issue 6 – September 1993

Blade Of Destiny: Realms Of Arkania
(78) US Gold – Role-Playing Game £39.99
Large in scale, absorbing to play – but more suited to "serious" role-players than your average gamer.
Blue Force
(35) Tsunami – Adventure £39.99
Tiresome controls and sloppy design mar what could have been a decidedly average adventure.
Caesar's Palace For Windows
(65) Virgin Interactive Entertainment – Casino Compendium £35.99
A good compilation; unnervingly addictive.
Fields Of Glory
(89: Recommended) MicroProse – Wargame £44.99
A brilliant sim that puts even the most reluctant wargamer right into the thick of it. Only its speed prevents it from being awarded Classic status.
Flashback
(89: Recommended) US Gold – Platform Game £37.99
It's *Prince Of Persia* in the future (but this time he's got a gun).
Lotus – The Ultimate Challenge
(68) Gremlin Graphics – Driving Game £34.99
Nothing particularly new, but good fun, especially in two player mode.
Maniac Mansion 2: Day Of The Tentacle
(85: Recommended) LucasArts – Adventure £42.99
Lovely graphics, good music, quite challenging but a bit too American for my roast beef and dumplings taste buds.
MiG-29: Fulcrum
(70) Domark – Flight Sim £14.99
Almost no scenery, but a nice flight model.
Monopoly
(75) Supervision – Board Game £34.99
A faithful conversion, which is slightly too flashy for its own good.
Napoleonics
(79) On-Line Entertainment – Wargame Compendium – Deleted £34.99
Three excellent and original Napoleonic wargames for tactical experts.
Open Golf
(50) Ocean – Sport – Deleted
A disappointing foray into the world of golf sims from Ocean.
Pinball Dreams
(78) 21st Century Entertainment – Pinball Simulation £37.99
As enjoyable as the real thing, but a bit on the pricey side.
Prehistorik 2
(50) Titus – Platform Game £7.99
A very average platform game, which competes with some budget titles but little else.
Rags To Riches
(60) Interplay – Strategy £39.99
Lacks excitement; unlikely to have a long life.
Return Of The Phantom
(73) MicroProse – Adventure £44.99
Delightfully atmospheric and aimed at beginners, but a tad too short and easy to justify the price.
Sensible Soccer
(70) Renegade – Sport £34.99
The best football game around for the PC, but still not as good as it should've been.
Space Legends
(75) Empire – Compilation £34.99
You'll like at least two out of three.
The Immortal
(70) Hit Squad – Role-Playing Game £14.99
At least four Sunday afternoons' play we reckon.
Tornado
(93: Classic) Digital Integration – Flight Sim £44.99
The more you play, the deeper it gets – eventually you'll need a bathyscape. Not for beginners.

Issue 7 – October 1993

Ambush At Sorinor
(70) Empire – Strategy £39.99
Short, sharp missions, and plenty of them, make this an interesting strategy game.
Archer Maclean's Pool (256 colour version)
(88: Recommended) Virgin Interactive Entertainment – Sport £30.99
Exactly what it claims to be – the same game with more colours. Score assumes you don't have the original.
Caesar Deluxe
(70) Impressions – Strategy £34.99
More user-friendly than its predecessor but the game remains the same.
Clash Of Steel
(67) SSI – Wargame £39.99
Intricate and well presented wargame with plenty of appeal for the dedicated wargamer.
Day Of The Tentacle (CD)
(87: Recommended) LucasArts – Adventure £45.99
A very taxing, very American adventure, with some of the best animation ever.
Dune (CD)
(82: Recommended) Virgin Interactive Entertainment – Adventure £44.99
A shining example of a good game made into a great game for CD.
Eric The Unready (CD)
(77) Accolade – Adventure £34.99
Hilarious, but the creaky interface isn't so funny.
F-15 Strike Eagle II
(85: Recommended) Kixx – Flight Sim £16.99
It still holds its own in a dogfight.
Flames Of Freedom
(70) Kixx – Strategy/Arcade £9.99
A bit old, a bit saggy, but will still give purists much fun.
Galactic Warrior Rats
(75) Alternative Software – Arcade £9.99
Totally simple, totally basic, but quite good fun nevertheless.
Gunboat
(54) Hit Squad – Submarine Simulation £14.99
A better idea than game.
Hardball
(20) Hit Squad – Sport £12.99
Interesting only as an example of how bad baseball games used to be.
Imperial Pursuit
(80: Recommended) LucasArts – Space Sim £19.99
Long, involving "story-driven" tour of duty, perfect for Skywalker-wannabes.
King's Quest VI (CD)
(90: Classic) Sierra On-Line – Adventure £49.99
Excellent use of a CD, despite the "soft" story.
Lands Of Lore
(90: Classic) Virgin Interactive Entertainment – Role-Playing Game £35.99
A tasty and involving reminder of what *Eye Of The Beholder III* could have been.
Legend Of Kyrandia (CD)
(82: Recommended) Virgin Interactive Entertainment – Adventure £44.99
Stunning to look at, but not really challenging enough if you're the type who has played a lot of adventures before.
LHX Attack Chopper
(88: Recommended) Hit Squad – Flight Sim £14.99
Still one of the classic flight sims.
Loom
(72) Kixx – Adventure £14.99
Simple and enchanting adventure; an ideal game for beginners.
Mean 18"
(60) Hit Squad – Sport £9.99
Reasonable mid-table golf game.
MiG-29
(75) MicroProse – Flight Sim £19.99
An excellent add-on for *Falcon 3.0* fans, but nothing groundbreaking in flight sim terms.
NHL Hockey
(91: Classic) Electronic Arts – Sport £44.99
A great version of a brilliant game.
Pirates Gold!
(75) MicroProse – Strategy £44.99
As good as the original. Unfortunately, it almost is the original.
Railroad Tycoon Deluxe
(72) MicroProse – Strategy £39.99
Not significantly better than the original, but if you haven't got that then add 20% to the score.
Ringworld (CD)
(82: Recommended) Tsunami – Adventure £39.99
An alternative to having it on disk; nothing more!
Rules Of Engagement 2
(91: Classic) Impressions – Strategy £44.99
A game of great depth and complexity.
Seal Team
(77) Electronic Arts – Shoot 'Em Up/Strategy £44.99
In storyboard form I imagine it looked fabulous. In transition to code, however, it feels like something has gone astray.
Simon The Sorcerer
(86: Recommended) Adventuresoft UK Ltd – Adventure £39.99
At last an Anglo answer to the average American adventure. Recommended.
The Lost Vikings
(80: Recommended) Interplay – Arcade £34.99
An excellent puzzle/platform/arcade game (categorise it yourself, we can't be bothered).
The Patrician
(65) Daze Marketing – Trading Sim £34.99
Desperate for a trading game set in the Hanseatic League but which could have been given more zap? Look no further.



Simon The Sorcerer: at last, an adventure game with a sense of humour – albeit a bit Pratchett-esque.

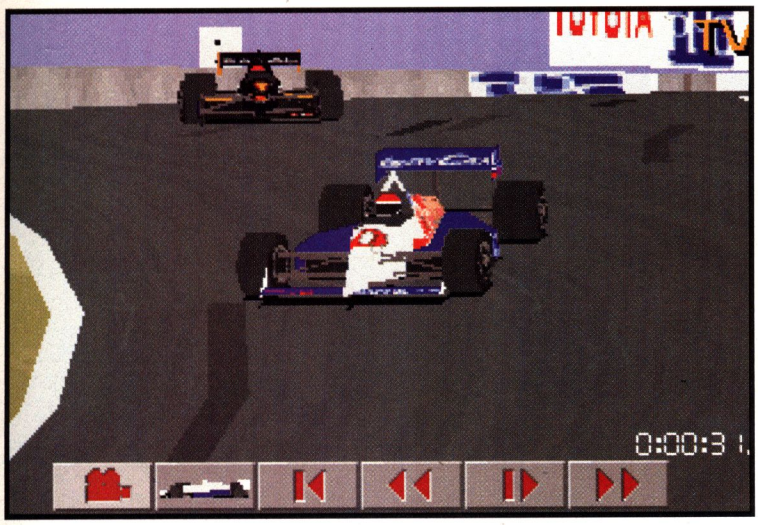
Wing Commander Academy
(60) Origin – Flight Sim £19.99
This is only really worth it for *Wing Commander* combat addicts.

Issue 8 – November 1993

Battle Chess
(45) Interplay – Chess £44.99
Stalemate for the *Battlechess* series.
Blue Force (CD)
(40) Tsunami – Adventure £39.99
A criminal waste of a CD.
Conquered Kingdoms
(71) Mirage – Wargame £44.99
The rather second rate packaging and laughable manual conceals a highly playable, fantasy wargame.
Cover Girl Strip Poker
(40) On-Line Entertainment – Card Game £34.99
An appallingly bad poker game; a weak excuse for some dirty pics.
Flight Simulator 5.0
(90: Classic) Microsoft – Flight Sim £35.00
The definitive flying simulation, but not the definitive flying "game".
Gear Works
(62) The Software Business – Puzzle £19.99
Not good enough for the price and not cheap enough for what it is.
Grand Prix Circuit
(50) Hit Squad – Driving £12.99
Playable but crap for the price.
Hard Drivin' 2
(30) Hit Squad – Driving £12.99
Unplayable and crap for the price.
Homeworld: Gateway II
(75) Accolade – Adventure £39.99
Long, hard trek through pretty unatmospheric space.
Lord Of The Rings
(70) Interplay – Role-Playing Game £44.99
New and improved role-playing Tolkien jaunt for patient fantasy fans only.
Lost In Time
(69) Coktel Vision – Adventure £44.99
Tough, good looking adventure that comes a cropper at the end.
Motor Stars
(75) Revell – Racing £59.99
Sex on CD for kit-heads but coffee mat for everyone else.
Patriot
(45) Three-Sixty Pacific – Wargame £44.95
A revolutionary but seriously flawed approach to land-based wargaming.
Shadowlands
(65) Hit Squad – Role-Playing Game £12.99
One for the RPG addicts.
Solitaire's Journey
(87) Mirage – Puzzle £44.99
The closest that solitaire fans will get to Heaven on Earth.
Stronghold
(80: Recommended) SSI – Strategy £35.99
Extremely addictive even if you'd normally steer clear of D&D™.
Super Space Invaders
(75) Hit Squad – Arcade £9.99
Here's a blast from the past for less than a round of drinks.
T2
(80: Recommended) Virgin Interactive Entertainment – Arcade £29.99
Mindless, chaotic and highly addictive.
The Silver Seed (Ultima VII Add-On Disk)
(50) Origin – Role-Playing Game £19.99
An utterly pointless addition to a brilliant game. One can only turn to Origin and ask "Why?"
Troddlers
(79) SCI – Puzzle £29.99
Not at all bad, but it smacks too much of other games to achieve classic status.

Issue 9 – December 1993

Blue Angels
(30) Hit Squad – Flight Sim £12.99
Interesting, but hardly spectacular.
Brutal Football
(65) Millennium – Sport £29.99
Too much violence, not enough game.
Chuck Yeager's Air Combat
(85: Recommended) Hit Squad – Flight Sim £14.99
Living proof that pensioners still have what it takes.
Clix
(62) The Genesis Arcade – Puzzle £14.99
Nice idea, shame about the gameplay.
Cogito
(57) Mindscape – Puzzle £29.99
A reasonably entertaining and challenging puzzle game, but only for the patient.
Dark Sun: Shattered Lands
(83: Recommended) SSI – Role-Playing Game £45.99
The next best thing to an *Ultima*.
Dino Dini's Goal
(60) Virgin Interactive Entertainment – Sport £35.99,
Kick Off with sideways options (but it works). Not as good as *Sensible Soccer*.
Dracula
(65) Psygnosis – Arcade £39.99
A good, challenging game, but the execution should have been better.
Frontier: Elite II
(95: Classic) Gametek – Space Trading Sim £39.99
Without doubt an unrivalled classic; nothing else even comes close.
Front Page Sports Football Pro
(85: Recommended) Dynamix – Sport £39.99
The best around, but you'll definitely need a high-spec machine.
Gobliiins
(50) Coktel Vision – Puzzle – £39.99
An unimproved CD version of an original but inspired game.
Hook
(35) Hit Squad – Adventure £12.99
At last we have perhaps the most faithful film conversion around. The movie was a turkey, so is the game.
Jack The Ripper
(39) Mirage – Adventure £44.99
Ugly, unpleasant and boring. Give it a job with *PC Zone*.
Jutland
(72) On-Line Entertainment – Strategy £59.99
Good but sadly there are too many unnecessary gimmicks.
Kasparov's Gambit
(85: Recommended) Electronic Arts – Chess £44.99
Excellent chess game with attitude and personality.
Magic Candle I
(80: Recommended) Hit Squad – Role-Playing Game £14.99
Good as an RPG, excellent as a budget.
NFL Coaches Club Football
(70) MicroProse – Sport £44.99
A good attempt that's let down by the rather poor passing system.



IndyCar Racing: great graphics and playability make this the best ever driving game.

Privateer
(75) Origin – Flight Sim £49.99
Wing Commander fans will love this. *X-Wing* fans won't. It's as simple as that.

Sim Farm
(79) Maxis – Strategy £34.99
Quite good if you like farming, but not as good as *Sim City*.

Steel Thunder
(60) Hit Squad – Arcade £12.99
Reasonable fun, but not one you'd come back to.

Street Fighter II
(81: Recommended) US Gold – Beat 'Em Up – £29.99
Addictive and violent but the cross over to the PC hindered unless you invest in a game pad.

Strike Commander: Tactical Operations
(80: Recommended) Origin – Flight Sim £19.99
Essential if you're determined to get the most out of *Strike Commander*.

V for Victory 4: Gold–Juno–Sword
(78) Three-Sixty Pacific £34.99
It's still the best computer wargames system but it needs a shot in the arm... or leg... or both even.

When Two Worlds War
(63) Impressions – Wargame £34.99
An unattractive attempt at a strategy wargame that fails to add anything new – including excitement. Give us dice and counters any day...

Issue 10 – January 1994

8 Ball Deluxe
(75) Supervision – Pinball Game £34.99
Technically, the best pinball game there is, but there's not enough of it for the price.

20th Century Alamanac
(30) The Software Business – General Interest £74.99
Outrageous price for a poor substitute for a hardback encyclopaedia.

Aces Over Europe
(78) Dynamix – Flight Sim £44.99
It's better than *Aces Of The Pacific*, but so it should be. Dated, but still very playable.

Air Combat Classics
(60) US Gold – Flight Sim £45.99
Shows just how far things have progressed in five years.

Alien Breed
(75) Team 17 – Shoot 'Em Up £29.99
Enjoyable, undemanding shoot 'em up that comes into its own in two-player mode.

Dracula Unleashed
(85: Recommended) Mindscape – Adventure £39.99
Classy adventure that you can really get your teeth into.

Dreamlands
(72) Daze Marketing – Compendium £29.99
The ideas and graphics are interesting, the gameplay, however, isn't.

Goblins 2
(67) Coktel Vision – Puzzle £44.99
Zany puzzle game, frustrating at times but mostly good fun.

IndyCar Racing
(93: Classic) Virgin Interactive Entertainment – Driving £44.99
The new definitive driving game. And it comes with a free moustache.

Innocent Until Caught
(84: Recommended) Psygnosis – Adventure £44.99
Well worth nicking. Ho ho.

Jurassic Park
(73) Ocean – Adventure £34.99
Despite some irritating flaws, an atmospheric and addictive game.

Knights Of The Sky
(79) Kixx – Strategy £16.99
A game that's well worth buying for the two-player option alone.

Links Championship Course: Innisbrook
(75) US Gold – Sport £24.99
If you really want another *Links* course, then this is one.

Links
(80: Recommended) Kixx – Sport £16.99,
An excellent golf game for anyone with a less than ninja PC.

Lords Of Power
(85: Recommended) Ubisoft – Strategy £39.99
A first class simulation which you would be mad not to buy.

Network Q RAC Rally 2
(80: Recommended) Europress Software – Driving £34.99
A rather good addition to the current crop of driving games, if you can stand the opponent's amazing skills.

Newsweek Interactive
(30) The Software Business – General Interest £39.99
Over-priced, over-patronising and over here.

Night Shift
(70) Kixx – £12.99
A suitably frantic and frustrating puzzler.

Oceans Below
(70) The Software Business – Edutainment £39.99
Initially interesting, but unfortunately the novelty all too soon wears off. Strictly for scuba diving fans.

Protostar (CD)
(80: Recommended) Accolade – Space Sim £39.99
Absorbing, well designed and, if you can forgive its weaker moments, it'll keep you busy for ages.

Return To Zork (CD)
(90: Classic) Activision – Adventure £49.99
Bad news for text-adventure purists who thought that *Zork* was sacred. Ha!

Return To Zork
(90: Classic) Activision – Adventure £45.99
A highly imaginative and enjoyable adventure game with some very clever knobs attached.

Shadowcaster
(66) Electronic Arts – Role-Playing Game £44.99
Neither *Wolfenstein* nor *Underworld*. And not much in-between.

Speed Racer
(49) Accolade – Racing £39.99
Nice intro, shame about the game.

Star Trek: Judgement Rites
(79) Interplay – Adventure £44.99
The stories are poetic and the variety of gameplay is "fascinating" but it is not the best flight sim or adventure game.

Strike Squad
(25) Empire – Strategy £39.99
Just turn the page and get on with enjoying life, okay?

The Blue And The Gray
(78) Impressions – Wargame £39.99
Dedicated blood 'n' guts fans will find it a little simplistic, but it's a great all-round wargame with hidden depths and long term playability.

The Even More Incredible Machine
(89: Recommended) Dynamix 39.99
If you've never played *The Incredible Machine* now's the time to start.

World Class Rugby
(60) Audiogenic – Sport £14.99
Not really worth the waggle.

World War Two: Battles Of The South Pacific
(62) Mirage – Strategy/Action £44.99
Innovative mix of naval strategy and action. The gameplay doesn't quite live up to expectations –

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Advantage Tennis
(55) Infogrames – Sport £35.99
Unexciting tennis game that lacks punch.

Alone In The Dark 2
(97: Classic) Infogrames – Adventure – £39.99
Absolutely Brilliant! What the PC was made for.

Alone in the Dark (CD)
(92: Classic) Infogrames – Adventure £44.99
Still the best thing since sliced bread. Buy it.

B-Wing
(72) US Gold – Space Sim £19.99
Your sister either fancied Han Solo or Luke Skywalker. You'll either fancy B-Wing or, er, something else.

Capitol Hill (CD)
(75) Software Toolworks – Edutainment £39.99
Comprehensive introduction to American politics

Chessmaster 4000 Turbo
(90: Classic) Mindscape – Chess £34.99
Tough opponent: gentle teacher.

Critical Path (CD)
(72) Media Vision – Adventure £49.99
Slick and atmospheric but way too short.

Dungeon Hack
(62) SSI – Role-Playing Game £39.99
Not enough there. Not enough design options. Not enough gameplay. Very hardened and grizzled role-players only.

Fire And Ice
(75) Renegade – Platform Game £29.99
A fun, but difficult game, marred only by an over-inflated price and ridiculous copy protection.

Flight Sim Toolkit
(80) Domark – Simulation £49.99
Recommended, but only if you find *Stunt Island* limiting. It can be very heavy going.

Global Dominaton
(65) Impressions – Strategy £39.99
Slick, addictive strategy game but it presents no long term challenge.

Goblins 3
(75) Coktel Vision – Puzzle Game £39.99
Good for beginners and a pleasant diversion for seasoned adventurers.

Kingmaker
(88: Recommended) US Gold – Board Game £37.99
Without doubt the best board game conversion for a long, long time.

Magic Boy
(60) Empire – Platform Game £25.99
Not very "magic" at all.

Master of Orion
(72) MicroProse – Strategy £44.99
A good one for all the accountants out there.

Rebel Assault
(93: Classic) LucasArts – Shoot 'Em Up £49.99
It's *Star Wars*. It's also the most important game to date.

Striker
(55) Elite – Sport £29.99
Another Paul Bodin penalty of the gamesplaying world.

Subwar 2050
(88: Recommended) MicroProse – SImulation £44.99
Easily the best "fun" simulation that MicroProse has produced.

The Labyrinth Of Time
(89: Recommended) Electronic Arts – Adventure £39.99
Beautiful, alluring, a touch slow and a little fussy. A quite superb adventure though.

The Terminator Rampage
(75) Bethesda Softworks – Arcade £39.99
Okay, but once you've seen *Doom*, you'll laugh in *Rampage*'s face and spill its pint.

VGA Planets
(70) PAW PBM – Role-Playing Game £24.99
A rather interesting type of role-playing game that takes some time, but is generally worth the wait.

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Campaign
(52) Empire – Strategy £39.99
Dim-witted attempt at simulating armoured action – too buggy to recommend, despite colourful graphics and arcade sequences.

Championship Manager 94
(80: Recommended) Domark – Sport £29.99
It's still the best (just).

Championship Manager Italia
(80: Recommended) Domark – Sport £29.99
It's the best too, just with a few more noughts at the end of the transfer figures.

Combat Classics 2
(50) Empire – Flight Sim Compendium £34.99
Sadly, this compilation contains one classic and two rather second -rate duds.

Companions Of Xanth
(73) Accolade – Adventure £39.99
Awful puns. Questionable Humour. Very *Monkey Island*-esque. What more could you want from an adventure?

Cyber Race
(64) Cyberdreams – Racing £44.99
Mildly entertaining for a quick blast, but that's about it.

Fury Of The Furries
(85: Recommended) Mindscape – Puzzle/Platform Game £39.99
A riveting platform puzzler, but not for the easily frustrated.

Gabriel Knight
(92: Classic) Sierra On-Line – Adventure £39.99
Brilliant and frightening offering from Sierra.

Genesia
(83: Recommended) Mindscape – Strategy £34.99
A little bit of *Populous*, a little bit of *Civilisation*.

Hand Of Fate
(82: Recommended) Virgin Interactive Entertainment Adventure £39.99
You've got to hand it to Westwood, this is a bit of a stunner.

Heirs To The Throne
(43) Mirage – Strategy £44.99
If I got this kind of quality from a PD game I'd blinking well complain.

Indianapolis 500
(65) Hit Squad – Driving £14.99
A once-great giant succumbs to the ravages of time.

Leisure Suit Larry 6
(75) Virgin Interactive Entertainment – Adventure £35.99
The best *Larry* yet; but he's getting way past his sell-by date.

Litil Divil
(90: Classic) Gremlin Graphics – Puzzle Game £39.99
An excellent puzzle game with wit and flair.

Police Quest 4: Open Season
(78) Sierra On-Line – Adventure £39.99
A thoroughly professional job for those who can think and click at the same time.

Premier Challenge
(78) T'ai Chi – Sport £24.99
Design your own game. Boost this score.

Premier Manager 2
(65) Gremlin Graphics – Sport £34.99
It's better, but still too obsessed with interior decorating for my liking.

Shadow Of Darkness
(80: Recommended) Sierra On-Line – Adventure £39.99
A Compelling storyline makes up for the dull battle scenes.

The Incredible Toons
(82: Recommended) Dynamix – Puzzle Game £39.99
Zany, silly and highly addictive.

Issue 13 – April 1994

Archon Ultra
(78) US Gold – Strategy £39.99
More beat 'em up than strategy.

Beneath A Steel Sky
(83: Recommended) Virgin Interactive Entertainment – Flight Sim £39.99
Graphically good and pleasingly puzzling jaunt that you'll feel like returning to.

Conspiracy
(67) Virgin Interactive Entertainment – Adventure £44.99
Takes all the fun out of Ruskie bashing.

D-Day
(38) US Gold – Wargame £35.99
D-Day lies bleeding in the no man's land of wargames.

Daemonsgate
(45) Gametek – Role-Playing Game £29.99
Out-dated, tedious and visually vestigial.

Doom
(96: Classic) iD Software – Arcade £34.99
The best arcade game and the best multi-player game ever. *Doom* is the best.

Hired Guns
(77) Psygnosis – Role-Playing Game £44.99
Ishar 2 with robots.

Hot Sound And Vision
(85: Recommended) Interplay – General Interest £44.99
An outstanding collection.

Interplay's 10 Year Anthology
(85: Recommended) Interplay – Compendium £49.99
A cost-effective way to build an instant library of classic games.

Micro Machines
(70) Codemasters – Arcade £29.99
A good two-player game (if you have a decent PC).

Mortal Kombat
(80: Recommended) Virgin Interactive Entertainment – Beat 'Em Up £29.99
Not as good as the SNES *Street Fighter II*, but the best on the PC.

Nomad
(78) Gametek – Space Strategy £29.99
Good game if you're more into exploring than fighting.

Pinball Fantasies
(80: Recommended) 21st Century Entertainment – Pinball Game £37.95
The meanest machine of them all and a worthy successor to the original *Pinball Dreams*.

Reunion
(80: Recommended) Grandslam – Strategy £TBA
Reunion has something for everyone.
Sim City 2000
(92: Classic) Maxis – Strategy £39.99
Brilliant game that'll make you anally retentive in the extreme.
Star Trek: 25th Anniversary
(86: Recommended) Interplay – Adventure £49.99
A game boldly going where it's been before, just a little more vocally.
Strike Commander (CD)
(86: Recommended) Electronic Arts – Flight Sim £49.99
Superior flight sim, but you need the hardware to match.
The Complete UMS
(58) Mirage – Strategy £44.99
Both classics in their day, the two *UMS* games are a bit too long in the tooth to excite anyone but the real enthusiast.
The Lawnmower Man
(77) Sales Curve Interactive – Arcade £54.99
Excellently presented. Just a little more complexity in the gameplay and it would have been unreservedly recommended.
Winter Olympics
(64) US Gold – Sport £42.99
Has its moments, but you'll probably play it for a few hours and thereafter pick it up once a year if you get really bored.
Wizard
(73) Psygnosis – Role-Playing Game £44.99
A good stepping stone into the land of RPGs.

Issue 14 – May 1994

Air Transport Pilot (CD)
(70) RC Simulations – Simulation £79.95
Not my idea of fun but a reasonable effort for a simulation of this type.
Airlines
(20) Kompart (UK) Ltd – Strategy £39.99
Ugly, fiddly and totally boring.
Arena: The Elder Scrolls
(62) Bethesda Softworks – Role-Playing Game £45.99
Disappointing really.
Award Winner Gold Edition
(88: Recommended) Empire – Arcade £34.99
Superb quality games with unrivalled value for money. Buy it now!
Battle Isle 2
(91: Classic) Blue Byte – Strategy £54.99
Without a shadow of a doubt, the strategy game of the year.
Buzz Aldrin's Race into Space (CD)
(95: Classic) Interplay – Strategy – £39.99
A stunning improvement of an already classic game.
Cannon Fodder
(90: Classic) Virgin Interactive Entertainment – Arcade/Strategy £34.99
Great fun for all the wrong and right reasons.
CD-ROM Challenge Pack
(75) Software Toolworks – Compendium £39.99
Reasonable good compilation, but there are better ones around.
Championship Manager For Windows
(79) Domark – Sport £29.99
A wasted opportunity. Not as good as the DOS version.
D/Generation
(85: Recommended) Mindscape – Adventure £19.99
Probably the best game that Windows users have ever played.
Excellent Games
(85: Recommended) Beau Jolly – Various £39.99
Great games at a great price. A compilation not to be missed, including *Populous 2, Jimmy White's Whirlwind Snooker, Car And Driver* and *Robocod.*
Fantastic Dizzy
(50) Codemasters – Platform Game £9.99
Wrong time. Wrong format. Wrong price.
Gabriel Knight (CD)
(90: Classic)
Sierra On-Line – Adventure £44.99
Brooding, atmospheric thriller.
In Extremis
(67) US Gold – Arcade £37.99
You'll shriek! You'll shout! You'll yawn!
Johnny Quest
(12) Software Business – Arcade/Adventure £29.99
Can basically be summed up in one word. Dreadful.
Megarace
(65) Mindscape – Racing £39.99
A superb demonstration of what can be done graphically with CD-ROM... and how easy it is for gameplay to suffer as a result.
Merchant Prince
(82: Recommended) Mirage – Strategy £44.99
Don't let the dodgy graphics fool you. If you give this game half a chance you'll be hooked.
Microcosm
(70) Psygnosis – Shoot 'Em Up £49.99
Brilliant graphics and excellent sound. Let down by limited gameplay.



Myst: "great graphics, what gameplay?" disease claims another hapless victim.

NFL Pro League Football
(50) Digital Integration – Sport £39.99
As a play-editor it's okay, but playing the game itself is disappointing.
Privateer: Righteous Fire
(80: Recommended) Electronic Arts – Add-On £19.99
Privateer fans definitely won't be disappointed with this one.
Seawolf
(83: Recommended) Electronic Arts – Simulation £44.99
A highly atmospheric sub sim with a control interface from hell.
Starlord
(70) MicroProse – Strategy £44.99
It could have been excellent. Could have been. Damn!
The Patrician (CD)
(70) Daze Marketing – Strategy £39.99
A good game on disk, slightly better on CD.
The Red Crystal
(43) Mirage – Role-Playing Game £44.99
Don't ask your friends to play this if you want to keep them.
Unnecessary Roughness
(66) Accolade – Sport £39.99
Best described as "alright". It's as good as most American footy sims.

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Bloodnet
(75) MicroProse – Role-Playing Game £39.99
Hindered by outdated implementation, but still well worth a look.
Carriers At War II
(63) Electronic Arts – Strategy £44.99
For die-hard strategy aficionados.
Darkseed
(90: Classic) Cyberdreams – Adventure £44.99
If you have a taste for the macabre, you'll never forget the *Darkseed* affair.
Diggers
(40) Millennium – Puzzle £34.99
Mind-numbingly tedious.
Disney Animation Studio
(75) Infogrames – General Interest £99.99
More serious approach with superb sample animations that you can't use!
Dragonsphere
(69) MicroProse – Adventure £39.99
A beautiful adventure game that won't tax your brain too heavily.
Evasive Action
(40) Mindscape – Simulation £34.99
So close, but more bugs than Watergate.
F1
(40) Domark – Sport £29.99
The champions of sport produce yet another world-beater.
Fleet Defender
(86: Recommended) MicroProse – Flight Sim £44.99
Heavyweight flight sim, both helped and hindered by over-clever graphics.
Hanna-Barbera Animation Workshop
(75) Empire – General Interest £49.99
Tries to make everything fun and encourages you to try out other methods of animation.
Hornet Naval Strike Fighter
(80: Recommended) Spectrum Holobyte – Flight Sim £TBA
As that well known saying goes: "If you like *Falcon 3*, you'll just love *Hornet*".
Myst
(67) Electronic Arts – Adventure £44.99
Surreal and atmospheric, if not realistic.
Pacific Strike
(80: Recommended) Electronic Arts – Flight Sim £49.99
Miles better than *Strike Commander* but requires a state-of-the-art, ninja PC.
Pagan: Ultima VII
(78) Electronic Arts – Role-Playing Game £44.99
Without doubt a love/hate relationship for *Ultima* purists.
Ravenloft
(78) US Gold – Role-Playing Game £45.99
SSI has finally got "real" and produced a playable and accessible RPG.
Red Hell
(60) Cyberdreams – Adventure £39.99
The graphics are poor and the control system is dire. Avoid it.
RedShift
(95: Classic) Maris Multimedia Ltd – General Interest £89.00
A stunning program which will be hard to beat.
Sabre Team
(60) Krisalis – Strategy £29.99
This has all been done before, and done much better as well.
Shadowcaster
(70) Electronic Arts – Role-Playing Game £39.99
Considerable enhancements for CD but the gameplay remains the same.
Spaceship Warlock
(70) Reactor/Ubisoft – Adventure £44.99
Very slick, very polished. The gameplay's a bit limited but it's fun all the same.
TFX
(80: Recommended) Ocean – Simulation £44.99
Great game with totally superfluous bells and whistles.
UFO Enemy Unknown
(93: Classic) MicroProse – Strategy £44.99
Brilliantly designed, perfectly implemented and totally absorbing.
Washington DC Scenery
(85: Recommended) Supervision – Flight Sim Add-On £39.99
One of the best flight sim add-ons to date.

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Castles II
(65) Interplay – Strategy £49.95
Interplay usually releases excellent games – this isn't one of them.
Comanche (CD)
(90: Classic) Optima – Flight Sim £49.99
Brilliant action-packed helicopter simulation at a great price on CD.
Companions Of Xanth (CD)
(84: Recommended) Accolade – Role-Playing Game £39.99
Great game on disk. Even better on CD.
Corridor 7
(55) Gametek – Arcade £19.99
Nothing new or exciting.
Detroit
(85: Recommended) Impressions – Strategy £39.99
An intriguing strategy/sim which boasts both originality and playability.
Dragon's Lair
(67) Elite Systems – Adventure £39.99
An interactive cartoon that's more "cartoon" than "interactive".
Eye Of The storm
(40) Rebellion – Space/Strategy £39.99
Very futuristic, very *Elite* and very, very crap.
Great Naval Battles 2
(86: Recommended) US Gold – Simulation £45.99
SSI cruises easily to the head of the fleet with this simply stunning sim.

Directory For Buyers

- 21st Century Entertainment 0235 851533
- Accolade 081 877 0880
- Alternative Software 0977 797777
- Bethesda Softworks 021 625 3388
- Brøderbund 0753 549442
- Codemasters 0926 814132
- Daze Marketing 071 328 2762
- Digital Integration 0276 684044
- Domark 081 780 2222
- Dynamix 0734 303322
- Electronic Arts 0753 549442
- Empire 081 343 7337
- Grandslam 081 680 7041
- Gremlin Graphics 0742 753423
- Hit Squad 061 832 6633
- Impressions 071 351 2133
- Infogrames 071 738 8199
- Interplay 0865 390029
- Kixx 021 606 1808
- Kompart (UK) Ltd 0727 868005
- Krisalis 0709 372290
- LucasArts 021 625 3388
- Maxis 071 490 2333
- Merit Software 091 385 7755
- Microids 071 328 2762
- MicroProse 0454 326532
- Millennium 0223 844894
- Mindscape 0444 246333
- Ocean 061 832 6633
- Origin 0753 549442
- Oxford Softworks 0993 823463
- Psygnosis 051 709 5755
- Renegade 071 481 9214
- Sierra On-Line 0734 303322
- Simarils 071 328 2762
- Spectrum Holobyte 0454 326532
- SSI 021 625 3388
- Three-Sixty Pacific 0753 549442
- Titus 071 700 2119
- Tsunami 081 877 0880
- US Gold 021 625 3388
- New World Computing 021 625 3388
- Virgin 081 960 9900
- Zeppelin Games 091 385 7755



TIE Fighter: Who wants to be noncey Luke Skywalker when you can be mates with big Darth?

Hand Of Fate (CD)
(78) Virgin Interactive Entertainment – Adventure £49.99
Good game, shame about the conversion. In this case, more equals less.
Jack Nicklaus Signature Edition
(85: Recommended) Accolade – Sport £19.99
A good golf game at an amazing price.
Jimmy White's Whirlwind Snooker
(80: Recommended) Hit Squad – Sport £14.99
Dangerously addictive snooker sim.
Lucky's Casino Adventure
(60) Mirage – Card Game £44.99
Challenging, fun, totally addictive but a bit pricey.
Lure Of The Temptress
(55) Hit Squad – Adventure £14.99
Old and fading.
Power Game 2 (CD)
(70) Activision – Simulation £29.99
Worth looking at if you don't have the hardware to run the latest sim.
Robinson's Requiem
(85: Recommended) Daze Marketing – Role-Playing Game £39.99
This is *a* highly original and addictive "survival sim", which, unfortunately, has some annoying bits.
Sam And Max Hit The Road
(93: Classic) US Gold – Adventure £45.99
Brilliantly original and a highly humorous jaunt.
Sim City Classic
(70) Hit Squad – Strategy £16.99
Still a great game but check out *Sim City 2000* first.
Sim City Enhanced
(82: Recommended) Interplay – Strategy £49.99
Sim City's an excellent game but 50 quid is a bit steep for a few enhancements.
Sleepwalker
(45) Hit Squad – Platform Game £9.99
Third-rate platformer. Stay well away from it.
Space Hulk
(87: Recommended) Electronic Arts – Strategy £39.99
Still a tremendous game, but not as good as the disk-based version.
Summer Challenge & Winter Challenge
(80: Recommended) Accolade – Sport £19.99
Good compilation, great value.
The Horde
(87: Recommended) US Gold – Strategy/Arcade £44.99
Not an original concept but extremely well implemented.
The Rock 'N' Roll Years – The '50s
(70) Supervision – General Interest £24.99
Handy for '50s music lovers or as a reference – but we doubt if it'll get you rockin' round the clock.
The Settlers
(89: Recommended) Blue Byte – Strategy £39.99
A damn fine, engrossing game.
Theatre Of War
(70) Hit Squad – Strategy £12.99
Excellent strategy game and it looks cool too.
UFO
(93: Classic) MicroProse – Strategy £44.99
Incredibly addictive strategy game.
Wembley Rugby League
(66) Audiogenic – Sport £29.99
This manages to be quite an improvement on previous rugby games.
Wolfpack
(60) Optima – Strategy £29.99
Disappointingly average.
World Cup Challenge
(48) Winsport – Sport £29.95
Disappointing, absurdly RAM-hungry and limited in its playing life.

Issue 17 – August 1994

1942: Pacific Air War
(89: Recommended) MicroProse – Flight Sim £44.99
Two great games – *Carrier Battles* and *Task Force 1942* – in one package. It's a winner!
Al Quadim: The Genie's Curse
(40) US Gold/SSI – Role-Playing Game £35.99
The thinking amoeba's beat 'em up.
Burntime
(43) Max Design – Strategy £39.99
Hey, it's just like being there.
Cool Spot
(80: Recommended) Virgin Interactive Entertainment – Platform Game £29.99
Charm and accessibility save it from being strictly seventies-up!
Delta V
(64) Bethesda Softworks – Shoot 'Em Up £45.99
Very fast and pretty stunning to look at, but it won't keep you up into the night.
Dinosaur Detective Agency
(42) Alternative Software – Platform Game £16.99
Cheap – but that's no reason to be cheerful.
Empire Soccer
(57) Empire – Sport £29.99
Let down by the small viewing area, unintelligent player reactions and poor scrolling.
Good To Firm
(50) New Era Software – Sport £29.99
Horse-racing fanatics might get something out of it, but the experience will pall.
International Tennis Open
(88: Recommended) Philips Interactive Media – Sport £44.99
Definitely the new number one seed in the field of PC tennis simulations.
Jack Nicklaus (CD)
(78) Accolade – Sport £16.99
A perfectly seviceable golf game with a good course editor tacked on.
Newsweek 3 Globocop (CD)
(0) Mindscape – General Interest £39.99
The most expensive beer mat in the world.
Overlord
(85: Recommended) Virgin Interactive Entertainment – Simulation £39.99
An old idea made new with some interesting tweaks.
Pinball Dreams 2
(70) 21st Century Entertainment – Pinball Game £19.99
Not bad at all. There's plenty for pinball wizards to get their flippers into.
Shanghai II: Dragon's Eye
(88: Recommended) Activision – Puzzle Game £29.99
Puzzles galore in this excellent addition to the rather mediocre range of games currently available for Windows.
Sherlock Holmes – The Case Of The Serrated Scalpel
(48) Electronic Arts – Adventure £49.99
Elementary, my dear Watson... and that's the problem.
Simon The Sorcerer (CD)
(89: Recommended) Adventuresoft UK Ltd – Adventure £44.99
A tricky adventure jaunt boosted by excellent talkie bits.
Syndicate (CD)
(92: Classic) Electronic Arts – Strategy £39.99
What a game. What a barg.
Tactical Manager
(75) Black Legend – Sport £34.99
An interesting little number with the odd weakness, but several nice ideas.
Theme Park
(93: Classic) Electronic Arts – Strategy £44.99
A highly inventive "business" sim that's fun, fun, fun all the way. Hip hip hoorah for Bullfrog.
Walls Of Rome
(74) Digital Integration – Strategy £16.99
Good, if thin, fun.
World Cup USA '94
(78) US Gold – Sport £32.99
Good features; difference of opinion over the gameplay.
Zool 2
(82: Recommended) Millennium – Platform £34.99
As they say, if you liked *Zool*, you'll love this.

Issue 18 – September 1994

Beneath A Steel Sky (CD)
(72) Virgin Interactive Entertainment – Adventure £39.99
Comic book-style adventure with an excellently funny dialogue but lacking any real depth.
D-Day
(40) Impressions – War Game £39.99
A sluggish, unrealistic and bug-ridden attempt at a war game without many redeeming features.
FIFA International Soccer
(70) Electronic Arts – Sport £39.99
Looks and sounds great, but lacks gameplay.
Harpoon II
(70) Electronic Arts – Simulation £44.99
Massive, embarrassingly serious sim. Superb detail, occasionally nail-biting, always slooooow.
Inherit The Earth – Quest For The Orb
(72) US Gold – Adventure £39.99
A well-thought out gentle little brainteaser for those who fancy a "sensible" game.
International Sensible Soccer
(78) Renegade – Sport £19.99
One of the best on the PC, but still not up to the Amiga version.
Litil Divil (CD)
(88: Recommended) Gremlin Graphics – Adventure £34.99
Excellent, original and addictive.
Metal And Lace: The Battle Of The Robo Babes
(35) Megatech – Beat 'Em Up £39.99
Totally devoid of any entertainment value whatsoever.
On The Ball
(68) Ascon – Sport £34.99
Too many frills, not enough body.
Outpost
(84: Recommended) Sierra On-Line – Strategy £49.99
A superb game. Addictive if you've got the hardware, hell if you haven't.
Shadow Of The Comet (CD)
(88: Recommended) Infogrames – Adventure £39.99
A worthwhile reworking of a great game, but still very idiosyncratic.
Soccer Kid
(30) Krisalis – Platform Game £29.99
If you want happening platform action, then buy something else.
Theatre Of Death
(35) Psygnosis – Arcade/Strategy £34.99
Below average imitation of an above-average game.
TIE Fighter
(94: Classic) Virgin Interactive Entertainment – Space Sim £49.99
Sheer, undiluted quality. Treat yourself to a copy.

Issue 19 – October 1994

74 Wargame Construction Set 2: Tanks!
(90: Classic) SSI – Wargame £39.99
Never mind the 50-ton tanks – this is 50-tons of solid, fire-belching wargame. Absolutely brilliant.
Battle Bugs
(65) Dynamix – Strategy £TBA
A battle game with bugs in it (as opposed to a bugged battle game).
Dark Legions
(85: Recommended) SSI – Strategy £35.99
Wonderfully entertaining animations and game screens with hidden strategic depths.



Theme Park: Sim City eat your heart out.

Heimdall 2
(45) Core – Adventure £39.99
Great game, shame you can't play it.
Hell Cab
(50) Time Warner – Adventure £49.99
It's the same old story. Great graphics, but sadly lacking in gameplay.
IndyCar Racing Expansion Pack
(94: Recommended) Virgin Interactive Entertainment – Driving £17.99
These tracks are better than the original tracks (if you pretend Phoenix doesn't exist).
Ishar III: The Seven Gates Of Infinity
(50) Simarils – Strategy £39.99
Sum up *Ishar III* in one word? Avoid. Simple as that. The worst of a bunch.
KGB
(65) Hit Squad – Adventure £14.99
Bargain? Maybe. Boring? Definitely.
Kick Off 3
(55) Anco – Sport £29.99
Nice features, but gameplay not up to much.
Manchester United Premier League Champions
(60) Krisalis – Sport £29.99
Sensi revisited (although not as good) with a lot of features thrown in.
Planet Football
(68) Infogrames – Sport £39.99
The World Cup produced a rash of rush releases. This is not one of the best.
Police Quest IV – Open Season
(80: Recommended) Sierra On-Line – Adventure £44.99
Atmospheric and very entertaining. A bit of a let down at the end, though.
Summer Challenge
(73) Hit Squad – Sport £12.99
Not a bad game by sports sim standards and easy to cheat at, but do you really want another sport sim?
Under A Killing Moon
US Gold – Adventure £59.99
Pigs can fly. Interactive movies do exist. Sort of.
Wing Commander: Armada
(76) Electronic Arts – Flight Sim £44.99
Lots of good ideas stuck together but it doesn't hang quite right.

Issue 20

Alien Legacy
(80: Recommended) Sierra – Strategy £39.99
Space strategy thing which is a bit like *Outpost* without the pretty bits. Daunting at first, but ultimately very rewarding.
Chaos Engine
(80: Recommended) Renegade – Arcade £32.99
A damned good, multi-direction scrolling, shooty thing with lots of big guns and silly characters.
Colonization
(90: Classic) MicroProse – Strategy £44.99
Try to imagine *Civilization* with more depth and better graphics. Well done... you've just imagined *Colonization*.
Cyclemania (CD)
(83: Recommended) Accolade – Arcade £39.99
Extremely competent *Road Rash* 3DO rip-off with lovely digitised backdrops and big motorbikes.
Desert Strike
(78) Gremlin - Arcade £34.99
Conversion of the Mega Drive classic, isometric helicopter, blast 'em up game. The graphics are a bit crap but it's immensely playable.
Doom II
(90: Classic) Virgin Interactive – Arcade £49.99
The sequel to one of the best games ever. New graphics, a new gun and new monsty-wonsties. Miss it at your peril.
Inferno (CD)
(88: Recommended) Ocean – Space/Sim £44.99
Eagerly awaited game from DID. Lots of big space ships and silly looking aliens. One of the better space combat games.
KA-50 Hokum
(85: Recommended) Virgin – Simulation £39.99
Without a doubt the very best helicopter simulator money can buy. Something for the propeller heads out there.
NHL Hockey 95 (CD)
(91: Classic) EA – Sports/Arcade £34.99
A new version of the top-down scrolly, ice hockey game from EA. Basically the same as the original (reviewed issue seven) but with new stats.
PGA 486 (CD)
(91: Classic) Electronic Arts – Sports £44.99
Gorgeous looking, solid playing, tasty little golf game. One of the best on the PC so far.
Pinball Dreams CD
(70) 21st Century – Arcade £39.99
Eight wonderfully designed, smoothly scrolling pinball tables. Why is it on CD? 'Cause there are lots of pointless rendered bits, that's why.
System Shock
(95: Classic) EA/Origin – RPG £44.99
Pant-wettingly fantastic, cyberpunk, RPG thing. All hail *System Shock*, that shalt be king hereafter (until *System Shock II* comes out, that is).

ZONE ware

Are you a few parts short of a complete solution? Or still desperate for that *Space Hulk* cover disk? Then be still your beating heart because on these pages you can order all the back issues you desire. And if the cashpoint machine is salivating at the sight of your card, why not pay less for your fun by taking a dabble in the world of shareware. Nine out of ten bank managers recommend it.

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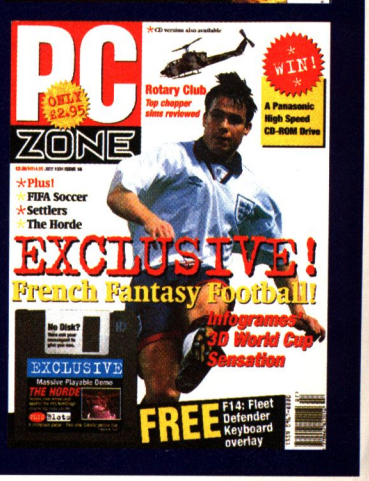


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Mr Cursor

HE'S AFRAID OF NEWSPAPER HEADLINES...

WORLD EXCLUSIVE:

CHINA SMACKS JAPAN IN THE GOB

PAGE 3: AUSTRALI GETS HER TITS OUT

FIRST OFF this month I just want to briefly talk about something totally that is totally unconnected with computers. I want to talk about newspaper headlines. And in particular, newspaper headlines concerning the actions of one country against another country.

Now I don't know about you, but to simplify global political matters, I tend to brand entire countries with single characteristics. I turn world politics into a soap opera in other words, with a couple of handfuls of main characters and an extended supporting cast. For instance, Britain is an unco-operative xenophobe who thinks he's clever, but is actually a bit of a joke. Germany is an autocrat, and is proud of it... but pretends not to be. France is Europe's chum, but in a really arse-licky kind of way, and everyone knows it. America is married to Money, but Money's mother-in-law is Japan, and so America has to invite Japan to tea the whole time. North and South Korea are half-brothers from a Jeffrey Archer "novel" – both sired by a different father. Get the drift? Yeah? Well, the way I see it, newspaper headlines should echo this. That way you wouldn't have to actually read the boring story beneath: all the soap-style information you'd require would be in bold type. I'll finish with some examples, so you know I'm right. Basic stories (some fictional) followed by headlines. Ready? Here goes...

Main story:

The ongoing Gulf War (seven zillion words follow).
SIMPLE HEADLINE: Iraq bullies Kuwait again at school. America threatens to send it to bed with no supper. (Again.)
MAIN STORY: British Hong Kong continues to struggle verbally against impending Chinese take-over (12 trillion words follow).
SIMPLE HEADLINE: Britain pretends Hong Kong has black belt in kick boxing, but China really has got one.
MAIN STORY: Post British Hong Kong makes certain provisos regarding direct trade with Japan (9000 words follow).
SIMPLE HEADLINE: China smacks Japan in gob!
MAIN STORY: France sides with Spain against German involvement in Scandinavian fisheries disagreement (3000 words follow).
SIMPLE HEADLINE: Spain nicks Germany's bird. Germany says France was just an old slag anyway.
MAIN STORY: The Tories hold out against yet another perfectly reasonable European directive (four squintillion words follow).
SIMPLE HEADLINE: Britain shuts eyes, sticks fingers in ears, and hides under duvet cover. (Again).
MAIN STORY: China completes another underground nuclear bomb test. Australians appalled yet again.
SIMPLE HEADLINE: China deliberately spills Australia's pint.

See? It does sort of work, doesn't it. No? Oh well, enough about newspaper headlines and onto something that is actually sort of computer related... crime and punishment. *(Eh? Ed.)*

The penal system...

...Let's face it, it's shit. It's still based on Victorian rules. "Do wrong in the face of society and you get locked away for a corresponding number of years, unless you're rich." That sort of thing. And while I agree with locking up as psychopaths (i.e. sex offenders, politicians and cold-blooded murderers), I reckon the less major offenders (i.e. old-granny shoplifters, single-parent working dolies etc.) could be treated differently. (And I'm not suggesting safaris in Kenya here, or three-week breaks in Centre Parks, because that's all shite as well.) What I am suggesting, however, is a bit of computer game interaction. Network stuff. The "less major" offenders have to "win" to get out of nick. Call it the "parole point system", if you like. It means that their particular skills – whatever they may be – are actually rewarded for a change. Their failings, on the other hand, are brought home with a vengeance. And all the while good psychologists (and I stress the word good, because 95 per cent of psychologists are complete arseholes – in my humble opinion, anyway), assess each inmate's potential, and create a "parole portfolio" to match. Specific careers might be opened up, further to an inmates release. Still not quite with me? To illuminate, let's take a look at a hypothetical court case, and the following "punishment"...

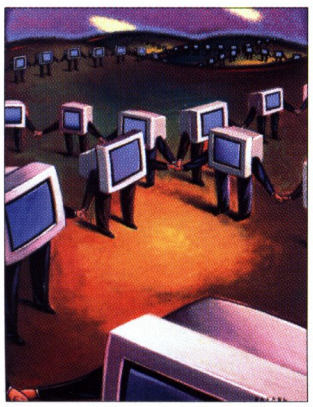
Judge: Colin Culk, you have been found guilty of 55 counts of auto theft, and 13 counts of burglary. Do you have anything to say before I pass sentence?
Colin: Er, I needed the money m'lud. I never done too well at school and that, and I couldn't get a job. And the dole would of only of gave me 20 quid a week, and I had a smack habit and that, so I just done me own thing and that, innit.
Judge: In that case I give you three options. You can opt for (a) two years in Wormwood Scrubs, (b) an indefinite period of network computer gaming, or (c) a three-week holiday at Centre Parks, accompanied by some shitehouse social workers and a crap psychologist.
Colin: Er... I'll have the computer games one, m'lud.
Judge: So be it. I hereby sentence you, Colin Culk, to a network game of *Colonization* (against fellow inmates), followed by a network game of *Doom* (against three prison officers: it's a simulated breakout). Take him away.
Colin: Excellent.

And it does sound quite good, doesn't it? Almost worth offending for in the first place. But what Colin doesn't know is that two of the people on his *Colonization* network aren't actually inmates at all... they're professional strategists, with agendas up their sleeves: paid by the hour and with analysis sheets to fill in. And Colin also doesn't know that the three screws he's going to be up against in *Doom* aren't really screws, either. (In actuality they're ninja gamesplayers, simply dressed as screws, and they know the 50 deathmatch levels inside out and upside-down.)

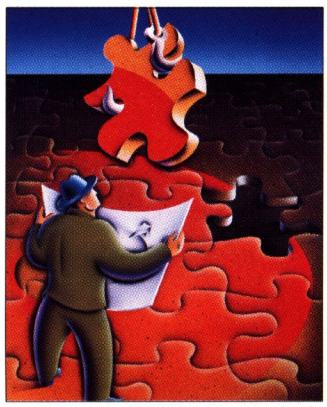
By the time Colin eventually earns his release from prison, just over a year has passed. So he's done time, but he's learnt heaps about human nature, and has actually had a pretty good time to boot – meaning he's not bitter. And, ironically, the psychologist's final report suggests his lack of *Colonization* skills but abundance of "shoot first, ask stupid questions later" techniques in *Doom* would actually make him a top-notch plod cadet. He's offered a place at Hendon as a result.

So what happens next? Er, he keeps his nose clean for about three weeks, but then nicks a car, breaks into a house, and gets back on the smack, actually. But hey, what did you think this thought experiment was... *Little House on the Prairie* or something?

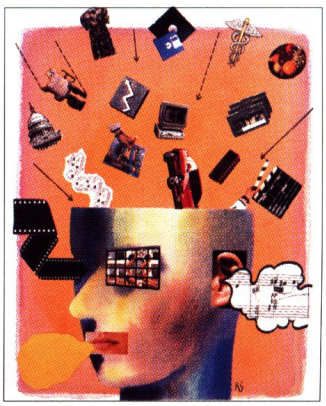
Stop sacrificing the good stuff!



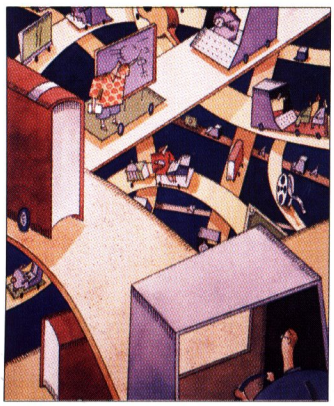
Network utilities: vital, but set aside 100K



MS-DOS® 6 utilities: handy, but about 120K



Multimedia: fun, but can you spare 50-80K?



Internet utilities: where will you get 120K?

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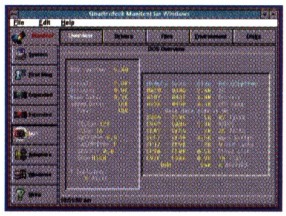
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That's something to remember.

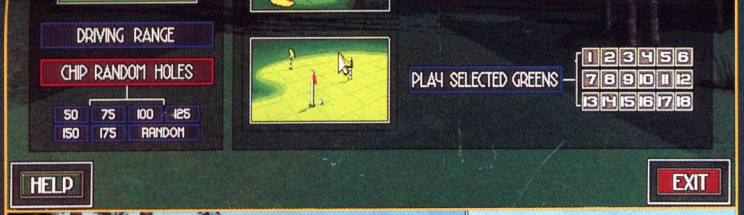
Especially if you agree that making painful sacrifices is not the best way to start the day!

Quarterdeck®

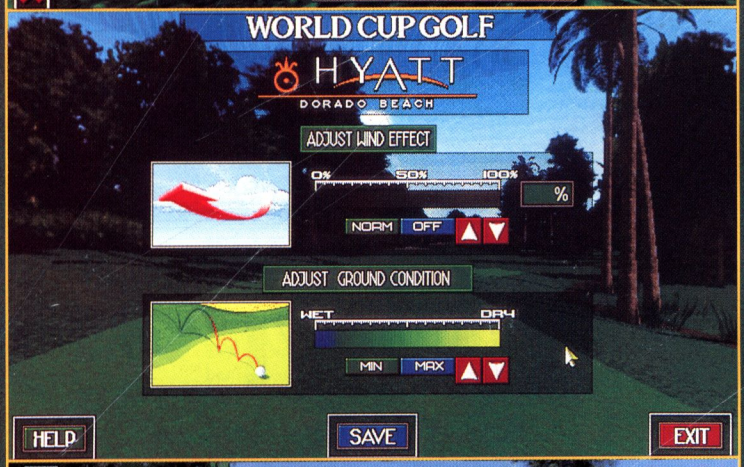
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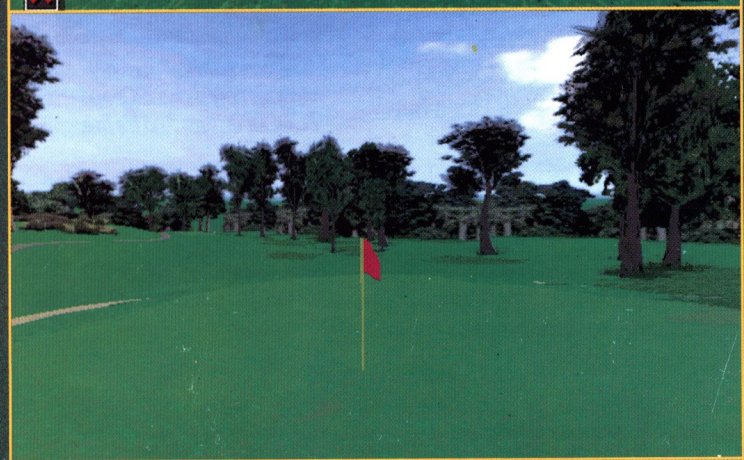
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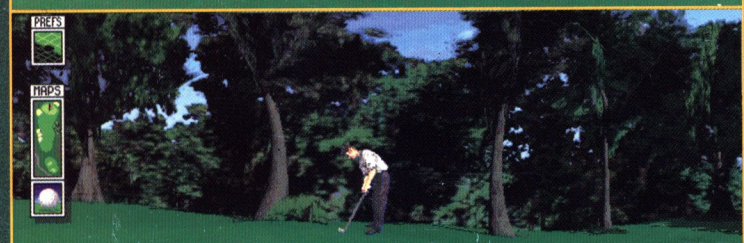












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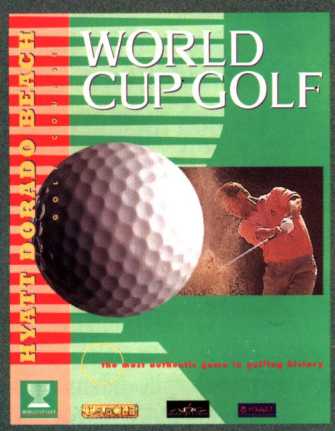
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